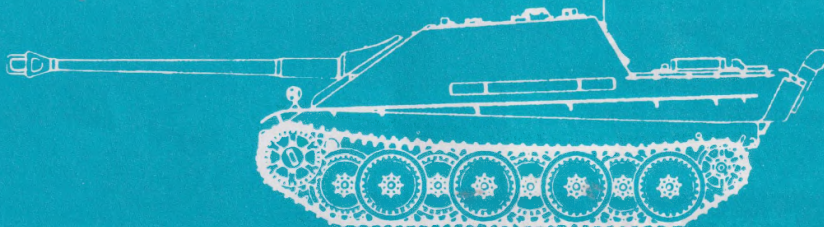




MILITARY SIMULATIONS PTY. LTD.



MAIL ORDER MAGAZINE

SUMMER 1995-96 EDITION

MILITARY SIMULATIONS

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Orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra \$5.00 for each \$100 value of that order. Cannot be delivered to PO Boxes or to Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

ENQUIRIES

Our phone service operates from 9.00am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome. After hours, you can leave credit card orders on our answering machine.

21 YEARS OF SERVICE

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage. If you have any complaints or praise about our service, please feel free to write to our General Manager Drew Fyfe, at PO Box 164, Moorabbin, Vic. 3189

THE SHOW ROOM

Our well stocked showroom includes over 1200 miniatures on display plus a huge range of wargames and role-playing material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 10.00am to 1.00pm on the first and third Saturdays of each month.

CATALOG CONTENTS

- 34 Computer Games
- 29 Crazy Specials
- 18 Dice & Gaming Accessories
- 26 Fantasy Boardgames
- 31 Historical Reference Books (Osprey)
- 43 Historical Miniatures
- 33 K&M Model Trees
- 28 Magazine Subscriptions
- 27 Mail Order Form
- 2 Magic: The Gathering & Collectable Trading Card Games
- 46 Miniatures (Science-Fiction & Fantasy)
- 32 Miniature Buildings
- 39 Miniatures Rules
- 6 Novels (In Role Playing Section)
- 56 Paints And Brushes
- 6 Role Playing Games
- 24 Science Fiction Boardgames
- 32 Sculptor's Workshop
- 26 Sports Board Games
- 18 Wargames

Please note - prices in this catalog are subject to change without prior notice.

Magic: The Gathering Summer Special

Magic The Gathering is still the most popular Trading Card Game, though a lack of Starter Decks has made it difficult for new players to enter the hobby, and for existing players to get hold of more land cards.

So we are offering the following special of three *Magic* products. The first is the *Magic Gift Boxed Set, 4th Ed.* The second is *10 Packs of Fallen Empires cards*, produced by Wizards of the Coast, each booster pack containing 8 Black Border Limited Ed cards, and thirdly, the new *Magic 1996 Calendar*.

The price you pay for all three items is only \$60.00. Normal retail is \$97.00.

We are also selling all three items separately, as listed below:

Magic Gift Box 4th Ed

Special \$30.00

This deluxe gift box makes it even easier for new players to get involved in the struggle for Dominia. It has two starter decks of 60 cards each, 30 glass lifepoint stones of two colors to record your damage during games, a flannel bag to hold the stones, and an illustrated rulebook with 64 pages, in two colors. And with its larger type, detailed examples, and helpful illustrations, the rules are easier to understand.

10 Packs of Fallen Empires Cards

Special \$16.70

We will give you a random selection of 10 packs, each with 8 cards, drawn from *Fallen Empires* booster displays. Recruit toughened warriors, phalanxes, and vicious predators to your duels.

Magic 1996 Calendar

Special \$16.00

Produced by Wizards of the Coast, the artwork in this calendar is a big improvement over last years collection.



\$60.00
Normally \$97.00

Jedko Games Wargames Special

Jedko Games has produced a number of excellent entry level wargames, which are as much fun for beginners as experts. For a crazy \$40.00, we are offering four of the best Jedko Wargames. The four titles are: *Victory at Sea*, *Russian Campaign*, *Field Marshall* and *Europe at War*.

All four titles are also available individually, as below:

Victory at Sea

Special \$15.00

A fun and fast moving strategic game that recreates in a simple manner the naval war between the Axis and Allied fleets. Players are awarding points each turn for controlling each of the seven sea areas. Ships are included for Germany, Italy, Britain, Russia.

Russian Campaign

Special \$12.00

Probably still my favourite historical wargame, as it gives a great, balanced game each time I play - without there being too many counters. Germany and Russia go head to head in this game in a war that swings back and forth, affected by winter, partisans, massive Soviet reinforcements, etc.

Field Marshall

Special \$12.00

A well balanced hypothetical WW2 conflict where each player's battlefield control is hindered by 32 Situation Cards. With marine, armor, airborne, infantry, artillery and aircraft assets in the 196 counters.

Europe at War

Special \$12.00

A low complexity grand strategy game where 1 to 4 players direct the economic and military growth of a European power from 1941-45. With 282 counters, technology development, political variants.



\$40.00
Normally \$95.00

Collectible Trading Card Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Magic: The Gathering

WIZ Magic: the Gathering - Gift Box 4th Edition \$40.00

This deluxe gift box makes it even easier for new players to get involved in the struggle for Dominia. It has two decks of 60 cards, 30 glass stone lifepoints of 2 colors, a flannel bag to hold the stones, and an illustrated rulebook with 64 pages, in two colors, dimensions being 3" x 5", instead of being the size of the cards. With its larger type, detailed examples, and helpful illustrations, the Gift Box is easy for beginners to read and understand. This boxed set has everything two players need to play the game.

WIZ Magic: 4th Edition Starter Deck \$15.95

Now in its 4th Edition, *Magic: The Gathering* is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast, and is the first product in the Deckmaster System. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's *Ante*. Seven cards are dealt, the remainder form the *Library*, from which cards are drawn - discards go into the *Graveyard*. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The looser forfeits the *Ante*. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a *Spell* card. Spells are cast using *Mana*, which comes from *land* cards. Creatures are also called forth to do battle against the opponent. (*Wizards put their prices up 22%*)

The Starter Deck comes with a random assortment of 60 cards from a total of over 360. It contains at least 2 rare, 2 uncommon, and several land cards. Each person needs at least 2 decks to play. To buy a sizeable proportion of the set with heaps of land cards, buy a whole display, which gives you a total of 600 cards (with lots and lots of double ups, of course)... \$144.00

WIZ Magic: 4th Edition Booster Pack \$4.95

These 4th Edition Booster packs contain a random assortment of 15 cards, with at least one rare and one uncommon card. There are no land cards in 4th Edition Boosters. The 4th Edition card mix has dropped 5 rare cards and many other cards from the Revised List, and in their place are added Arabian Nights, Antiquities, Legends, and The Dark cards. Colors on some cards have also been enriched. To get a large proportion of the set of Unlimited White Border 4th Ed cards, buy a whole display of 36 packs, 540 cards... \$162.00

WIZ Magic: The Dark Booster Pack \$10.00

We've been able to get hold of more *The Dark* booster packs from the USA, but the price is up a bit on last time. The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series, and each booster pack contains a random assortment of 8 cards. If you buy a whole display you should get around 80-90% of the whole series. To buy a whole display of 480 cards, \$570.00

WIZ Magic: Fallen Empires Booster Pack \$3.20

In the southern oceans of Dominia Prime lay a continent of great kingdoms. Far from the war between Urza and Mishra, the lands of Sarpadia prospered. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators into your duels... Each booster pack contains 8 cards, chosen randomly from an assortment of around 100 new cards. That means a display of 60 packs should give you around 80-90% of the complete set of Fallen Empire cards. If you still want the display... \$172.00

WIZ Magic: Ice Age - Now Available

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for *Magic the Gathering*. The story behind the expansion is that it has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his

powers to keep the world dark and cold. You may have the skills to survive, but can you withstand the icy wilderness of Dominaria's Ice Age? With around 300? new cards. Comes in both Starter Decks and Booster Packs. *This is NOT a limited release*, though stocks will be available in short supply only...
Ice Age Starter Deck 60 cards + rules \$15.95
Ice Age Booster Pack 15 cards \$4.95
Starter Display \$144.00 (600 cards)
Booster Display \$162.00 (540 cards)

WIZ Magic: Chronicles - Now Available

A new expansion set for *Magic the Gathering* which most *Magic* players will be lining up for. This Booster display contains packs of 12 cards, which will include a random assortment of cards from *Arabian Nights*, *Antiquities*, *Legends*, and *The Dark*. The *Legends* cards will be most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. (The other cards from those four series will not be re-released.) These cards will also have white borders, so that the original black border cards will not lose their value as collector's items. There are 12 cards in a booster pack, so I am guessing that there will be 45 packs in a display, making a total of 540 cards. There are around 120 cards in the series.

Chronicles Booster Pack \$4.25

Booster Display \$172.00 (540 cards)

WIZ Magic: Homelands

A new booster expansion for *Magic the Gathering*. Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots. A Limited Edition Black Border expansion that will ship in two shipments, one in late October, the other in November. Please get your orders in quickly. Once sold out, we won't be getting any more.

Homelands Booster Pack \$3.20

Homelands Booster Pack \$172.00 (480 cards)

WIZ Magic The Gathering Ring Binder

A sturdy 3 ring binder produced by Wizards of the Coast in which to put your Superpro Sheet Card Holders containing *Magic* cards. \$27.00

TOM Tomart's Photo Checklist & Price Guide to Collectible Card Games \$35.00

Okay, so this is not published by Wizards of the Coast. But it is an 88 page book containing full color photos of almost every *Magic* card ever published up to and including *Legends*, including the card's artwork and text. Cards included are Alpha, Beta, Antiquities, Arabian Nights, and perhaps best of all - *Legends!* Cards are presented in the book in order according to alignment, or function. Following the color photos of all the *Magic* cards are color photos of *Spellfire*, including *Chase* and *Photo* cards, and lastly, the black border *Star Trek the Next Generation* Cards.

WIZ Magic: Pocket Players Guide Revised \$17.50

A paperback book that contains updated rules for *Magic The Gathering*, along with examples to illustrate play and conversion notes for players used to the original *Magic* rules. Provides tips on how to maximize your game skills using deck-building strategies. Also answers to your *Magic* questions, rules for league play, tournament play, and multi-player games. Also a complete card list.

WIZ 1996 Magic the Gathering Calendar \$25.00

The 1996 *Magic* Calendar. The artwork is a big improvement over last year's calendar.

WIZ MAGIC THE GATHERING NOVELS - \$10.00 each

1. *Arena*
The first novel written for the *Magic* world. It follows the story of Garth One-Eye, who comes to Dominia to enter a Wizards Challenge, or Duel. I read the first few pages and was impressed by the easy reading style.

2. *Final Sacrifice*
Further adventures with Gull and his sister Greensleeves. Years of fighting have come and gone but now the last battle must be faced. Greensleeves travels with her ragged army searching for spells to defeat an army of angry wizards and end their reign of terror. Gull the Woodcutter fights a fierce battle with a Keldon Warlord who holds the key to an awful secret from the path. Great reading.

3. *Tapestries - \$22.00*
An anthology of *Magic* stories. Planeswalkers duel in worlds beyond imagining while life goes on for the simple folk in a land where the very earth is filled with mana - the power that fires a magician's spell. Each of the dazzling stories in this book opens a door into Dominia.

4. *The Cursed Land*
Centuries ago, hungry for power, the wizard Nohr destroyed the Clan Tree of Cridhe, trying to harness its magic for his own uses. Nohr's deed brought a curse upon his family, divided the Clan and plunged the island of Cridhe into generations of darkness.

5. *Whispering Woods*
The second *Magic* novel. Wizards are nothing but trouble - just ask Gull - he works for one. Under ordinary circumstances Gull would have laughed when the wizard offered him a job. But with his village destroyed and his slow-witted sister to look after, what choice did he have? But between the brawls, magic battles, and a strange artifact, Gull did not have the time to catch his breath. But then his sister began to collect her wits, and things got really interesting.

Netrunner

WIZ Netrunner Cyberpunk Trading Card Game (Due Feb'96)

The newest Deckmaster game from Richard Garfield, set in the dark techno-future of Cyberpunk. In the vast expanse of cyberspace, ruthless Corporations scheme to accomplish secret agendas as they build elaborate fortresses of data. They hide their darkest secrets behind layers of exotic and deadly computer security. But Netrunners hack the system, infiltrating dataforts to liberate information. Outside, Corporations rule the world. You can have control of one corporation, what will you do with it? Or you can be a Netrunner, slamming into cyberspace to steal information from the Corporations.

Netrunner Double Starter Deck 120 cards + rules \$TBA

Starter Deck Display \$TBA 600 cards

Netrunner Booster Pack 15 cards \$5.60

Booster Pack Display \$181.00 540 cards

Guardians

FPG Guardians Starter Deck \$18.00

This fantasy collectible trading card game has a big attraction. All 270 new fantasy art trading cards are painted by the following five artists only: Keith Parkinson, Mike Ploog, James Warhola, Brom, Don Maitz. The normal fantasy art cards of these artists are top sellers - but now 270 all new paintings from these five artists available as a game? The card layout, graphics, and artwork are easily superior to *Magic*, though game play is somewhat simpler. FPG is one of the top US trading card manufacturers. The game rules have been written by Keith Parkinson and Luke Peterschmidt, and play tested by over 70 gamers. Game play is enhanced by four victory conditions - even the underdog has a chance to sneak in to win by using a condition other player/s don't expect. Black Bordered Limited Printing, so get in your orders quickly. The starter deck has 60 cards + rules. To get a sizeable proportion of the set, buy a whole display of 600 cards for... \$162.00

FPG Guardians Booster Pack \$5.60

Black Bordered Limited Edition booster packs, each with 14 cards out of a total of 270 in the series, including at least one rare and uncommon. All cards are by Keith Parkinson, Mike Ploog, James Warhola, Brom and Don Maitz. "Bonus Packs" containing only rare and ultra rare cards will be randomly inserted in some or each display. To get a good proportion of the whole set, buy a whole display of 36 packs, 504 cards... \$181.00



OverPower

FLE OverPower

The new superhero-based collectible trading card game from Fleer featuring characters from Marvel's comic books and television shows. There are 384 OverPower cards, including 39 characters. Each character is rated in three characteristics: energy, including mental blasts, flames, magnetism, optic beams, etc; fighting, combining fighting prowess, experience, and intelligence; and strength. You use four characters each, and equip them with all manners of enhancement cards and then send them into battle against your opponent's four characters. Perhaps the game's greatest strength is the Poker element. Each battle, you must carefully watch which cards your opponent is using to get a feel for what's left in his hand. And your bluffing skills can be the difference between success and failure.

There are 6 different types of Starter Decks, each Starter Deck contains the 4 characters that you would use together as a team, along with enough other cards to enact limitless strategic variations of battle. The Starter Decks, and their characters, are as follows:

Sworn to Protect (Professor X, Cyclops, Jean Grey, Jubilee)
Mutants Unite (Storm, Gambit, Bishop, Rogue)
Clobberin' Time (Thing, War Machine, Spider Woman, Thor)
Deadly Foes (Sabretooth, Deadpool, Hobgoblin, Dr Octopus)
Heroes Assemble (Silver Surfer, Punisher, Colossus, Beast)
Lethal Allies (Dr Doom, Carnage, Omega Red, Rhino)

Other characters, such as Spiderman and Wolverine, are found in the booster packs.

OverPower Starter Deck \$15.00 (55 cards + rules)

Starter Deck Display \$162.00 (660 cards)

OverPower Booster Pack \$5.00 (9 cards)

Booster Pack Display \$162.00 (324 cards)

Dixie: US Civil War

COL Dixie: Bull Run 1861 Starter Deck

\$18.00

A card game of exceptional quality from conception to execution, although card design and artwork is average. This is a tactical card game (finally a card game for the wargamer) that captures the drama and excitement of Civil War Battles. This is the 1st Ed and is based on the first battle of the US Civil War, Bull Run in 1861. The game plays much like a miniatures game, and is very educational, the cards are all historically accurate and feature pictures of every regiment, battery and brigade officer at the battle. There are 200 different cards, half Union, half Confederate, available in these Starter Decks of 60 cards + rules only. There are 12 decks to a display, and if you want a good crack of getting around 75 - 90% of the set, buy a whole display. 720 cards.

Display - \$194.00

COL Dixie: Shiloh 1862 Starter Deck

\$18.00

The first expansion to Dixie with over 300 new cards (and I think a stand-alone rulebook). This set includes pictures of every regiment, battery, and brigade officer at Shiloh, the first major battle of the US Civil War in the Western Theatre of 1862.

Star Wars

DEC Star Wars Starter Deck 1st Printing (Due Nov)

\$20.00

Decipher, the people who brought us Star Trek Next Gen Trading Card Game, are now also doing Star Wars as a trading card game. All cards, first and subsequent printings, will have black borders, but these of the 1st Printing have a special icon stating such on the face of each card. I presume these cards are from all three movies. Each card contains full color photos from the movie, of weapons, space ships, personalities, troops, artifacts, etc. Rules will be fun and fast moving, with enough detail to keep it interesting during replays. There are 60 cards in a deck, 12 decks in a display. If you want a display of 720 with heaps of double ups,

\$216.00

DEC Star Wars Booster Pack 1st Printing (Due Nov)

\$6.00

Each booster pack contains 15 cards, including at least one rare and uncommon. To get a good proportion of the whole set of over 300 different cards, buy the whole display of 36 packs, 540 cards.

\$194.00

Jyhad

WIZ Jyhad Starter Deck Limited Edition

\$11.00

The second game in the Deckmaster system, by Wizards of the Coast, set this time in the world of *Vampire* by White Wolf. It retains the gothic punk feel of the game, emphasizes combat and politics. Blood is a key element, for the vampire a player represents as well as for servant vampires. Most vampires are a member of one of the seven vampire clans. Players fight against other vampires for control of vampires, strategic locations like radio stations, police stations, and titles such as Prince of Chicago. Rules are more complex than *Magic*, but are better suited to multi-player games.

Comes with a random assortment of 76 cards from a total of 300 - 400. It contains at least 2 rare and 2 uncommon cards. Each person needs at least 2 decks to play. To have a good crack at buying a fair proportion of the set, buy a whole display, which gives you a total of 760 cards (with lots and lots of double ups, of course)...

\$105.00

WIZ Jyhad Booster Pack Limited Edition

\$3.50

Comes with a random assortment of 19 cards. It contains at least one rare and at least one uncommon. To buy a large proportion of the whole set of Limited Black Border cards, buy a whole display, with 684 cards...

\$110.00

WHT Jyhad: The Eternal Struggle

\$15.95

The official Jyhad card game players guide, produced jointly by White Wolf and Wizards of the Coast. Learn the games hidden strategies and secret paths to victory while discovering more about the world that spawned such a titanic war. More details later.

WIZ Vampire: The Eternal Struggle (Due Oct)

Wizards of the Coast are currently busy producing 2nd Edition Jyhad, which they have called *Vampire: The Eternal Struggle*. The cards are game compatible with Jyhad, and both cards can be used in tournament play. The rules in this new version are reformatting and easier to understand. Variant rules increase the speed of play. As far as I know, the artwork is all new, as are the functions of many or most of the cards. There are over 300 cards.

Vampire: TES Starter Deck 76 cards + rules \$20.00

Starter Display \$179.00 (760 cards)

Vampire: TES Booster Pack 19 cards \$6.00

Booster Display \$192.00 (684 cards)

Dark Sovereign Booster Pack 15 cards \$5.00

Dark Sov Booster Disp \$135.00 (540 cards)

(Due Sep, adds Clans Giovanni and Ravnos, & new disciplines. About 100 new cards)

Darkness Unveiled Hardback Pocket Players Guide Book (Due Nov)

\$30.00

Spellfire

TSR Spellfire: Powers Booster Pack # 6

\$5.50

The third Booster Pack for Spellfire. It has 15 cards of AD&D Powers. Includes uncommon & rare cards. There are approx 100 new cards. A display of 36 packs should have around 80-90% of the complete set of powers cards. If you still want the display...

\$178.00

TSR Master of the Magic: Spellfire Reference Guide

\$24.95

Includes the latest edition of the game rules, complete with diagrams and examples. Other chapters discuss strategies for building decks, tactics for playing the game, rule variations, and tournament rules. All 797 individual Spellfire cards printed in 1994 are shown in full color with their rarity. Yippie.

Middle Earth: The Wizards

ICE Middle Earth: The Wizards (Due Dec)

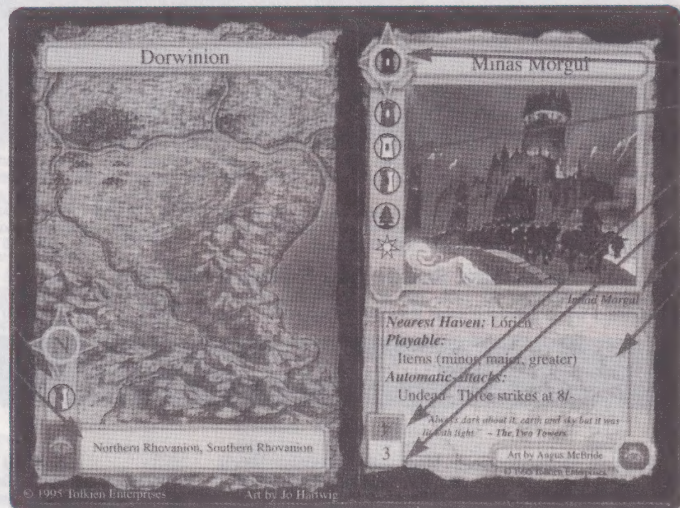
During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. They five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshal the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. Historically, Gandalf was the only Istari to succeed. Saruman was corrupted by power, Radagast went "native", and Alatar and Pallando disappeared into the East. Only Gandalf remained true to his task: eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the One Ring. There are 400 + cards in this Limited Edition 1st printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc.

Middle Earth Starter Deck 76 cards + rules \$20.00

Middle Earth Booster Pack 15 cards \$6.00

Starter Display \$180.00 760 cards

Booster Display \$194.00 540 cards



Star Trek Next Generation

DEC Star Trek Next Generation: Starter Deck

\$18.00

By Decipher Inc, who brought us HOW TO HOST A MURDER, including one set in the *Star Trek Next Generation Universe*. The game features top graphics and photos from the series, plus a fast action game based on the action in the series. Prices are higher than we were originally quoted by the supplier in Sydney.

A brilliant game that will delight Star Trek fanatics such as myself, trading card collectors, and players of games such as *Magic*, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include *mission cards*, which are laid out in a spaceline for both players to attempt to carry out - you achieve victory points for each mission completed; *dilemma and interrupt cards*, which you play on your opponent to slow his attempt to achieve missions; *artifact cards*, which give your ships/teams special powers; *outpost cards*, where you dock & launch ships, personnel appear, etc; *ship cards*, for all three races and non-aligned races, & which rate range, weapons, shields; *personnel cards*, crews with which to form Away Teams; & lastly *equipment cards and event cards*. Rules are 35 tiny pages.

These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play. To get a good proportion of the set, buy a complete display of 720 cards, with lots of double ups, of course, for...

\$194.00

DEC Star Trek Next Generation: Booster Pack

\$5.50

A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card. To get a large proportion of the entire set of cards, buy a whole display of 36 packs, 540 cards...

\$178.00

DEC Star Trek Next Gen: Alternate Universe Expansion (Due Nov)

\$6.00

The second booster, with all black border cards. There are 121 new cards in this set, 30% of the cards are people and things which appeared in the TV series of Next Generation but where from different times, different dimensions, illusions, or fantasies. The rest of the cards are new missions, events, dilemmas, interrupts, etc. Get your orders in quickly. There will be only one dump of the black border printing, and then sometime later I guess there'll be white border. Each booster pack has 15 cards. There are 36 packs in a display. To get good proportion of the whole set, buy the whole display of 540 cards.

\$194.00

DEC Star Trek Next Generation Card Game Factory Set (Oct)

\$189.95

This special Factory Set will be a very hot item. It will contain the *entire* set of Star Trek Next Generation cards. The cards will have silver borders and rounded corners, and can be used in all "official" games. This special factory set is designed specifically for those who want to collect all the card images. (Like me!) There are around 380 cards.

DEC STAR TREK TNG: OFFICIAL PLAYERS GUIDE \$30.00

A stunning full color 266 page book, which has exclusive information from the games' developers. It tells you how to customize your decks, it gives trading strategies, information for collectors, plus strategies for the 50 most powerful cards, powerful card combinations, extensive questions and answers on the most common rules questions, and a complete history of the making of the game.

Blood Wars

TSR Blood Wars Starter Deck

\$19.95

A brand new, stand alone, collectible trading card game by TSR, this time set in the Planescape Outer Planes. The game is playable in about an hour and easy to learn - and the cards look very nice, as compared to Spellfire. The game uses cards to send legions under powerful warlords to meet in combat to decide the fate of entire planes. Each player will have a number of warlords and their armies, and can choose to conquer through combat or intrigue. Combat is a duel between the armies of two warlords; intrigue involves a warlord using political maneuvering and cajoling other players to achieve his end - except all the players can be involved in a duel of intrigue. The double Starter Deck includes rules and 100 cards, so that two players can play the game immediately. For 2 to 5 players. To get a fair proportion of the set, but with tons of double ups, buy a complete display of 600 cards....

\$108.00

TSR Factols & Factions: Blood Wars Booster Pack # 2

\$4.95

This booster Pack deals with leaders, legions and luck of the secret societies of the City of Doors at the center of the Planes. TSR says... "These packs increase a players ability to 'win'." Smokin'! To get a high proportion of the complete set of ??? cards, buy a complete display of 540 cards....

\$178.00

TSR Powers & Proxies: Blood Wars Booster Pack # 3

\$4.95

This booster Pack adds the gods themselves, who rumble in the Realms, pummel in the Planes, and lead their own legions into eternal combat. To get a high proportion of the complete set of ??? cards, buy a complete display of 540 cards....

\$178.00

On The Edge

ATL On the Edge Starter Deck Unlimited Printed Run

\$18.00

By Atlas Games, this is a "psychosurreal Trading Card Game based on the *Over the Edge* Role Playing Game. Players adopt the roles of powerful, behind-the-scenes conspirators struggling for control over the Mediterranean island of Al Amarja. At their service are bizarre technologies, ancient magics, powerful secrets, and a roster of characters ranging from street thugs to symbiotic alien lifeforms. Quality of artwork is superb - easily a match for *Magic*. The art is done by many different artists, and has a dark "gothic punk" feel to it. The game has been rated slightly higher than *Magic* by one independent magazine. *Stocks are limited so get in quick.*

The Starter Deck contains 60 cards out of a total of 269 in the set, and comes with the rules required to play. The Limited Print Run was sold out quickly in the USA. To have get a good proportion of the set of cards, buy a whole display, with 600 cards....

\$162.00

ATL On the Edge Booster Pack Unlimited Print Run

\$5.50

A random assortment of 15 cards, with at least one rare and one uncommon card. To get a high proportion of the complete set of cards, buy a whole display of 36 packs, 540 cards....

\$178.00

Doom Trooper

HEA Doomtrooper Unlimited Starter Deck

\$17.50

The people who've brought us the excellent *Mutant Chronicles* game, are bringing out a high quality collectable trading card game. This is a very dark techno-fantasy universe, and in game play each player utilizes his available warriors representing the Cartel or the Dark Legion to do battle against the forces of their opponent. Warrior cards are placed on the table to form squads of Doomtrooper or Dark Legion warriors. Warriors gain Promotion Points through combat, completing missions, etc. There are 337 cards in the first printing, featuring superb artwork the equal of Games Workshop, featuring warriors, weapons, equipment, Dark Symmetry, missions, etc. The cards will be worth collecting merely for the quality of the artwork. Starter Decks have 60 cards & rulebook - 45 common cards, 13 uncommon, 2 rare. If you want to get a good proportion of the set of 337 cards, buy a whole display of 600 cards, for....

\$158.00

HEA Doomtrooper Unlimited Booster Necropaks

\$5.50

Each Booster Pack has 15 cards: 11 common, 3 uncommon, 1 rare. If you want to get a large proportion of the whole set of 337 cards, buy a whole display of 540 cards, for....

\$178.00

Ultimate Combat

ULT Ultimate Combat

This is a martial art combat trading card game, designed and written by martial artists, to be played by anyone with an interest in martial arts, especially those who actually do martial arts. Each card contains a photograph of a martial artist involved in some martial art attack or defensive posture, or while pursuing another aspect of the martial arts. All of the martial artists pictured are USA repeat Champions in their field. There are 250 cards of this action pack game, using the moves of karate, judo, jujitsu, taekwondo, wrestling and boxing, enhanced by psychic powers such as chi and mantras, talismans, weapons, and armor.

Ultimate Combat Starter Deck 60 cards & rules \$15.00

Starter Display \$135.00 (600 cards)

Ultimate Combat Booster Pack 15 c ards \$5.00

Booster Display \$162.00 (540 cards)

Star of the Guardians

MAG Star of the Guardians

A absolutely stunning trading card game designed by Don Perrin and based on the best selling novels of Margaret Weis. The Limited Edition has 200 cards, and the Unlimited Edition will have 325 cards (including the original 200). I expect we will be getting the Limited Edition initially. The game is set thousands of years into the future, set in the aftermath of a bloody revolution which resulted in the overthrow of the Starfire monarchy. Now powerful warlords jockey against each other to control segments of the empire. Technology is important, but your military and personalities are crucial. The Starter Deck has rules and 60 cards. System cards are found in these Starter Decks only. There are no System cards in the booster packs.

Star of Guardians Starter Deck 60 cards + rules \$17.50

Starter Display \$189.00 (720 cards)

Star of Guardians Booster Pack 15 cards \$5.50

Booster Display \$178.00 (540 cards)

Hyborean Gates

CAR Hyborean Gates Limited Edition

Featuring images by well known fantasy artists Boris Vallejo and Julie Bell, and unique computer

graphics. (Though predominantly by Vallejo, and including works he's done over the past fifteen or so years). The game is set twelve thousand years ago, when war raged across six Dimensions. Earth, because of its many Dimensional Gates, was a constant battlefield before the ice-age's glacial fingers ended the warring. In this game you battle over six Vortex Gates, Gaea (from Greek legends), Osiris (from Egyptian legends), Hyboria (from the Celts), Atlantis, Chaos, and Asgard (from the Norse). Players win by controlling a preset number of Dimensions. The Dimensions are accessed through the Gates. Four or more players can play. Game play is quite entertaining with many things happening at once. There are a large variety of cards, and the combinations of these cards is how players win. The Double Starter Decks include the Six Dimension Cards and 12 Pyramid cards - in addition to the two decks of 55 cards. In this limited edition (only found in the booster packs) is a 1 in a 1,000 chance of finding the Ancient Gate card with a unique border. You can exchange this card for an art print from Vallejo or Bell and a black border Ancient Gate. Also, the Angel Storm and Winning cards are only found in 1 out of 375 booster packs. 50 of the Ultra Rare cards are only in the boosters.

Hyborean Gates Double Starter Deck 110 cards + rules etc \$20.00

Starter Display \$108.00

Hyborean Gates Booster Pack 15 cards \$5.00

Booster Display \$162.00 540 cards



Wyvern

USG Wyvern

Another collectible trading card game featuring stunning new art and fast moving game play. *Wyvern* is a game of dragons, dragon slaying, and treasure. *Wyvern* is based on actual dragons in mythology and features a kingdom of mythological creatures, characters, and settings. Players rule over a vast empire where the dragons are paid gold treasure to fight for them. The object of the game is to defeat an opponent's army on a battlefield of Dragon and Terrain cards while keeping as many gold pieces as possible. Treasure and Action cards help players to formulate an overall strategy, and decks can be built in unlimited combinations of cards. There are a total of 239 cards available to be collected. Please get your orders in quickly, for we have only a limited number of these coming. A starter deck has 60 cards and rules.

Wyvern Starter Deck 60 cards & rules \$16.00

Starter Display \$172.00 (720 cards)

Wyvern Booster Pack 15 cards \$5.00

Booster Display \$162.00 (540 cards)

Illuminati

STE Illuminati Starter Double Deck

\$19.95

The 2nd Printing. *Illuminati* has been brought out by Steve Jackson, of course, who quickly realised that their game of global conquest and subterfuge was perfectly suited to a trading card game. The Starter Double Deck has two decks of 55 cards and 16 large pages of rules (ie, lots more rules than *Spellfire*!). There were 409 cards in the Limited Run, so we expect a similar number in the 2nd Printing. To play you need two D6, and 30 Life Point Stones (unless of course you want to use pebbles or seashells.) *Illuminati* can be played head to head with two players, or in a group with 3 - 6 players. The object of the game is to control the world. You start with a single *Illuminati* card, representing your own secret conspiracy. During the game, you take over other Group cards. They are added to your power structure as your puppets - unless a foe takes them from you. You win by controlling enough groups, or by fulfilling the special goal of your own *Illuminati*, or by meeting the objectives on a Goal Card, or by destroying all your opponents. If you want to get a good proportion of the set of 400 + cards, buy a whole display of 6 double decks, 660 cards, with tons of double ups....

\$108.00

STE Illuminati Booster Pack

\$4.95

Containing 15 cards with at least one rare and uncommon card. If you want to get a high proportion of the whole set of 400 + cards, buy the whole display of 540 cards....

\$162.00

STE Illuminati Expansion Set #1: Assassins (Oct)

\$2.80

Introduces a new *Illuminati* Group to INWO - the Society of Assassins. There are 100 new cards in this set, with plenty of new Plots, Groups, and Resources. Limited Edition, 8 cards per pack, with 60 packs in the display. To buy a whole display & get 75-90% of the set....

\$151.20

STE Illuminati Factory Set - On Special

\$100.00

An absolute bargain for *Illuminati* players, and something that will increase in value as the years tick by. This boxed set contains 450 cards, being one of each of common, uncommon and rare cards of the *Illuminati* NWO card game, it has one each of the cards from Pyramid and The Duelist, 3 each of the nine *Illuminati* cards, and 10 blank group cards and 10 blank plot cards to make your own. Includes a copy of the 1.1 rules. The cards have the same backs as the Limited and Unlimited printings, but the face of each card has a black frame, and the *Illuminati* cards have gold ink.

Rage

WHT Rage Starter Deck Limited Printing

\$15.95

It has been said that as the Apocalypse draws nearer, Garou will fight Garou. Werewolves will war with their own kind, battling for dominance and glory. *Rage* is a trading card game produced by White Wolf, of savage combat, where players pit their werewolves against each other in brutal war, using supernatural powers, summoning spirit allies and wielding mystical fetishes. The wolf pac with the most Renown wins, whether through destroying creatures of the Wyrm of defeating another players werewolves. There are over 300 collectible cards, illustrated in full color by hot comic and game artists. 2 or more players can play. Fast and furious game play uses a new rules system which allows players to choose the length of

their games.

The Starter Deck contains 60 cards and rules. If you want a good proportion of the set of 300 + cards, buy a whole display of 10 decks, 600 cards, with heaps of double ups... **\$144.00**

WHT Rage Booster Pack Unlimited Printing \$3.95
The Booster Pack for *Rage* contains 12 cards, with at least one rare and one uncommon. If you want to get a high proportion of the set of 300 cards, buy a display, 288 cards... **\$85.00**

WHT Rage: The Wyrms Limited Booster Pack (Due Dec) \$5.00
The first *Rage* Limited expansion booster with 15 cards, the *Umbrax*, has come and gone, being sold out in less than a week. This is the second limited expansion. We can only guarantee to fill pre-orders. This expansion lets you experience the battle from the other side - the winning side. Control a pack of vile and destructive Wyrms creatures and fight the foolish Garou as they struggle to save a world you've already conquered. The tools of your trade reflected in these cards are terror, high powered weaponry, nasty bane infested mystical objects, and lots of dirty tricks. 160 new cards. If you want to buy a whole display of 24 packs, 360 cards... **\$108.00**

WHT Savage Attack Players Guide to Rage \$16.00
This book brings the *Rage* card game to life and helps you to understand the magical and dangerous world of the Garou. Includes strategy and play tips, with new rules recommendations, a guide to the Werewolf World of Darkness, and a comic book and short story.

ShadowFist

DAE ShadowFist Limited Edition

Featuring stunning artwork, this game is a spoof sling-off of all martial art movies, with an oriental flavour. Rules are complex and the card mix is quite varied. Cards include demons, cyborgs, aliens, ghosts, and all manners of human heroes, from Quan Lo an oriental master to a gentle gardener. One card depicts a human on an operating table able to be dissected during a genetic experiment. The text reads "Oops! I forgot to have you sign the consent form! Ha! Ha!" Rules are sixty pages and include an index. Another card is the Ten Thousand Dollar Man "We don't have the money or the technology, but what the heck, let's rebuild him anyway!"

In the game you are rocketing headlong into the third act of an epic battle for humanity's future. You are a secret warrior, so you know the truth about history - history belongs to the force that controls the best feng shui sites. Feng shui is the ancient Chinese art of geomancy, of knowing how places channel and reflect the all-important life energy known as chi. Game play is weird and wacky due to the incredible mix of weird & wacky cards.

ShadowFist Starter Deck 60 cards & rules \$17.00
ShadowFist Booster Pack 12 cards \$5.00

Starter Display \$183.00 (720 cards)
Booster Display \$162.00 (432 cards)



Hit Dice

TSR Hit Dice Collectable Trading Dice Game \$29.95

First there were collectable trading cards - and now - collectable trading dice! This Game boxed set contains a unique mixture of collectable dice. Each player creates an army from the dice that he has collected, and roll dice to combat one another while striving to control the battlefield. There are over 300 dice in the set. Each Game boxed set contains 24 dice with varying degrees of rarity. The dice are colorful and come in many sizes. TSR says, "A new game concept that every role-playing gamer will want."

TSR Hit Dice Dragons Booster Set # 1 \$13.95

The first booster boxed set for Hit Dice, with 14 new dice. This set allows the players to add extra dice to aid their game strategy. There are a range of 25 dragons only found in this Booster set. The dice are colorful and come in many sizes. TSR says, "Collectable games are hot right now and dice have been selling well for years. This makes an ideal marriage of this combination for a unique new game." Who writes this stuff? Though to be honest, the dice certainly are cute.

TSR Hit Dice Undead Booster Set # 2 (Nov) \$13.95

The second booster boxed set for Hit Dice has 14 new dice randomly chosen from 25 new dice, adding Undead beasts and monsters to your game. The dice are colorful and many sizes.

Trading Card Accessories

ARM Magic The Gathering ICE AGE Life Point Stones & Pouch

There are 9 colors in this range of ICE AGE Life Point Stones & Pouch, which include 40 stones and a suede draw-string pouch. The colors available are: Polar Ice, Ice Blue, Frozen Fire, Icy Lavender, Azure Shadow, Glacier Green, Frost Foam, Black Ice, and Ice Pack. **\$10.95**

ARM Magic: The Gathering Life Point Stones - 25 Glass Stones

25 Transparent glass stones in a plastic tube. Colors available are white, black, ruby, emerald, citrine, amethyst and aquamarine. **\$4.50**

ARM Magic: The Gathering Life Point Stones - 20 Glass Stones & Pouch

20 Transparent glass stones and a pouch the same color to put them in. Colors available are white, black, ruby, emerald, sapphire, citrine, amethyst and aquamarine. **\$6.50**

ARM Magic: The Gathering Life Point Stones - 30 Glass Stones, Pouch & Card Holder

30 Transparent glass stones, a pouch to put them in (the same color), and a Deluxe Hinged Plastic Card Holder that fits over 100 cards. Colors available are black, ruby, emerald, sapphire, citrine, amethyst and aquamarine. Also usable as *Jyhad* Blood Points. **\$7.50**

ARM Magic: Fallen Empires Bonus Pack

To use Fallen Empires you need counters, as you can upgrade some cards to others once they have enough counters on them. This Bonus Pack includes 20 poker chips to place on the cards, as well as 20 glass life point stones. Colors are ruby, emerald, sapphire, citrine, amethyst, black. **\$4.50**

GYM Collectors Album Ringbinder

This excellent ringbinder collectors album is made of reinforced vinyl with a padded cover, and can be filled with at least one hundred Superpro Card Sheet Holders - that's 900 cards! **\$15.95**

GYM Superpro Sheet Card Holders (1)

Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards. **\$0.50**

GYM Floppy Card Sleeves (100)

For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usable format. **\$2.00**

GYM Rigid Top Loader (25)

If you want better protection for your cards than the floppy card holders above, these 25 plastic card holders are rigid, transparent, and hold one card, fed in through the top. **\$7.00**

GYM Screwless Card Holder (1)

A rigid, hinged plastic card holder for 1 card, for those rare, valuable cards. **\$0.75**

GYM Snap Tite No Screw Card Holder (1)

Also a rigid, hinged plastic card holder for 1 card, except that the holder is bigger than the above one. **\$0.95**

GYM Screw Down Card Holder (1)

For those really expensive, rare cards. This is a rigid, plastic card holder with a screw in each corner to hold it together. **\$2.25**

CHX Magic Card Box (Fits 180)

A sturdy card box with snug fitting lid made of black plastic. The words *Magic Box* are printed on the lid, in metallic paint. Fits 180 cards. Colors available are: White print, red print, green print, blue print, and gold print. **\$6.50**

CRF Deck Binder

A plastic card box with embossed cover, designed to hold around 200 cards that are in plastic sleeves. There are two styles: Dragon Style, and Dark Style. **\$17.00**

GRF Card Album

High quality card album with glossy cover. You need to buy Superpro Sheet Card Holders to put in the album. There are two styles: Dragon Style and Dark Style. **\$20.00**

GYM Plastic Card Box (Fits 330 cards)

Made of corrugated white plastic, including a fold in lid. It fits 330 standard trading cards. **\$2.00**

GYM Plastic Card Box (Fits 550 cards)

Made of corrugated white plastic, including a fold in lid. It fits 550 standard trading cards. **\$2.00**

GYM Plastic Card Box (Fits 660 cards)

Made of corrugated white plastic, including a fold in lid. It fits 660 standard trading cards. **\$2.00**

CRF50CB Ultimate Collection 50 Card Plastic Box

Made of durable, rigid plastic, this box fits 50 trading cards. **\$3.95**

CRF100CB Ultimate Collection 100 Card Plastic Box

Made of durable, rigid plastic, this box fits 100 trading cards. **\$3.95**

CRF3536P Screw Down Card Holder for 2.5" x 4.75" Cards

Rigid, screw down plastic card display holder for those wide cards. **\$2.95**

CRF5732B Screw Down Double Card Holder

Rigid plastic deluxe holder for 2 valuable cards. Black bordered. **\$3.95**

CRF5733B Screw Down Triple Card Holder

Rigid plastic deluxe holder for 3 valuable cards. Black bordered. **\$4.50**

CRF5734B Screw Down Quad Card Holder

Rigid plastic deluxe holder for 4 valuable cards. Black bordered. **\$6.95**

CRF5739B Screw Down 9 Card Holder

Rigid plastic deluxe holder for 9 valuable cards. Black bordered. **\$15.95**

REA Scribe Life Point / Blood Point Counter

A novel and space-efficient manner of recording your *Magic* Life Points or your *Jyhad* Blood Points. This counter is made from two enamelled special pieces - a 2" metal disk with numbers 1 - 20 on one side, and 21 - 40 on the other. A 25mm wizard stands upon the disk and rotates about to point to the current number. The wizard holds a small random genuine stone in his hand. The Scribe Counter figure and disk are painted in one of seven enamels, please choose which you prefer: Black, Red, Blue, Gold, Pewter, Green, or Copper. **\$17.95**

REA Scribe Life Point Claw Counter

Similar design as above, except instead of a 25mm wizard, a clawed hand clutches a gem. The counter goes from 0 to 40. Base Metal colors available are: White, Gold, Blue, Black, Red, Green, and Plain (Plain is \$14.00) **\$20.00**

REA Scribe Cleric Life Point Counter

Similar design as above, except instead of a 25mm wizard, a 25mm Cleric. The counter consists of two metal discs atop each other, the upper one having a section cut out that lets you read the counter below. Using both discs, you can record numbers from -9 to 300. Base Metal colors available are: Blue, Green, Purple, Red, and Plain (Plain is \$14.00) **\$20.00**

REA Scribe Magician Life Point Counter

Same design as above, except instead of a 25mm wizard, a 25mm Magician. Base Metal colors available are: Blue, Green, Purple, Red and Plain (Plain is \$14.00) **\$20.00**

REA Scribe Woman Life Point Counter

Same design as above, except instead of a 25mm wizard, a 25mm Fantasy Woman. Base Metal colors available are: Blue, Green, Purple, Red, and Plain (Plain is \$14.00) **\$20.00**

Roleplaying Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Adventures on Tekumel

Fantasy Adventuring in TOME's famous land of Tekumel. By TOME.

ADVENTURES ON TEKUMEL RPG A boxed RPG with a full color map and four booklets. Tekumel is more alien than some players may find comfortable. Many of the usual elements are missing: dragons, knights, castles, and monsters drawn from European heritage. Familiar moral and ethical viewpoints may also be lacking. The game includes a book of encounters, including non-player reactions, and items that can be found and used, deity intervention, etc.; a book on sorcery and spells; a players guide to character generation, healing, combat, etc.; and a book of character archetypes. **\$50.00**

Aria

FANTASY A myth generation system that develops characters, cultures, myths and legends. By Last Unicorn Games.

ARIA RPG Aria, Canticle of the Monomyth, is a sophisticated environment-oriented fantasy roleplaying game of politics, cultural interaction, and subtlety. It is a game dedicated to playable realism on an epic scale. The legends and stories created in Aria affect the societies and cultures in which they occur. With 494 pages! There are two sections in the book. Myth Creation with guidelines for creating mythic species, races, and cultures; and Persona Creation, providing a comprehensive outline for methodical Persona generation. **\$45.00**

Aria Worlds This book contains guidelines to create your own fantasy world. Its system of society design enables you to create in detail a village, a manor, a market town, a kingdom or continent or world. **\$40.00**

ARS MAGICA

FANTASY Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. By Wizards of the Coast.

ARS MAGICA 392 page softcover book, set in a dark vision of the medieval world, where superstitions are fact. You play a Magus, or are the companion of such a sorcerer, such as a mercenary, street-urchin, friar, etc. You journey forth to gather magical ingredients, delve into forgotten tombs, enter the realm of the faerie, and fight in the underworld. **\$55.00**

Deadly Legacy Characters of a young Spring Covenant are thrust into an adventure that pits players against warring nobles, the Church, and foes beyond the mortal realm. **\$24.00**

Faeries Revised Ed There is a world that underlies Mythic Europe, a world of perfect beauty, living light, and dark horror - the world of the faeries. With legends and stories of mortals' dealings with faeries, faerie races and creatures, scenario ideas, etc. **\$34.00**

Houses of Hermes Here you will find mysterious philosophers whose wisdom is etched in their skin, wizards with a faerie lineage, shapechangers who preserve traditions, etc. **\$34.00**

Lion of the North The Loch Leglean Tribunal. This book combines rich historical detail with colorful mythic material on medieval Scotland, a land where the Dominion is left behind and rumors hint of a dire threat to the Order itself. **\$30.00**

Medieval Bestiary Beasts of legend and the mundane world, over 100 in all, each with a complete story concept. **\$30.00**

Medieval Handbook A sourcebook on Europe of the 12th century, written in the hand of a monk, offering his perspective on the society and culture of the Middle Ages. It follows the monks journey through Europe, and details journeys, accommodation, an ideal village, manors, law courts, festivals, etc. **\$40.00**

Mistridge Offers extensive detail about Mythic Europe's Val du Bosque and allows players to create their own characters or assume the roles of powerful wizards who have lorded over the Covenant. **\$24.00**

Mythic Europe The official setting of Ars Magica. Describes every facet of these harsh medieval times from Church intrigue to the machinations of petty kings. Mythic Europe is the world in which you must persevere and survive, or falter and perish. **\$35.00**

Parma Fabula GM screen & mini adventure. **\$20.00**

Pax Dei The Infernal Realm of Mythic Europe, revealing previously unknown lore about the Divine Realm. **\$35.00**

Tribunals of Iberia Provides extensive background info to the mundane and magical realms of Mythic Europe's Spanish peninsula. It is a bleak, war-torn land, 126 illustrated pages, including maps. **\$22.00**

Tribunals of Rome Extensive background info on the mundane and magical realms of the Italian peninsula. 13th Century Rome is the heart of the Empire, the most magnificent land in Mythic Europe - and utterly damned. Powers of darkness rule, & mortals and mages fight amongst themselves shamelessly. 126 pages profusely illustrated. **\$25.00**

The Maleficium Explores the machinations and mystique of the Infernal Realm - the netherworld. Here you can confront evil, master Dark Arts, & become a magus opposed to the Order of Hermes. 144 pp. **\$35.00**

The Wizard's Grimoire The magic supplement for Ars Magica. 172 pages for both players & storyguides. New laboratory rules, spells, magic items, vocations, & wisdom for Magus characters. **\$35.00**

Castle Falkenstein

FANTASY A fantasy role playing game featuring dashing and galant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo, etc. By RTG.

CASTLE FALKENSTEIN From the creators of Cyberpunk. When computer game designer Tom Oram found himself scrocerously shanghaied by a rogue wizard and a faerie Lord, little did he suspect that he would soon become the pivotal force in the struggle to control an alternate Victorian Universe. But before the deadly game could end, he would first have to battle gigantic Landtrotters, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own, a world of swashbuckling fantasy, high romance, and magical technology. This book has 224 pages, including over 100 pages of color plates. You need a two packs of playing cards to play. **Softcover \$55.00 Hardcover \$65.00**

Comme Il Faut: A Host's Guide to Castle Falkenstein The CF Ref Manual, full of ideas, guidelines, and source material to make your game even more swashbuckling and hair raising. Due Oct. **\$24.00**

Steam Age The Chromebook (or Brassbook!) for Castle Falkenstein. Includes Captain Nemo's Nautilus submarine, Martian War Machines in Sussex? Airships, Prussian Steam Zeppelins, Landtrotters, Steam automobiles, steam automatons, etc. etc. 104 pages. **\$27.00**

Sixguns & Sorcery If you though New Europa was larger than life, take a look at America. This is the USA sourcebook. Due Nov. **\$30.00**

The Book of Sigils: Sorcerous Orders of New Europa The inner mysteries of the Illuminatus and other sorcerous brotherhoods. Learn the rituals, spells, secret lodges, etc. Due Dec. **\$30.00**

The Lost Notebook of Leonardo da Vinci The secrets of Engine Magic revealed. This is the book which Tom Oram brought through the Faerie Veil to save New Europa with. Sorcery and technology meet in these pages written by the Master himself. Due Nov. **\$35.00**

The Unexpurgated Memoirs of Auberon Faerie Learn the secrets of the mysterious Faerie and the lands beyond the Veil. Due Nov. **\$28.00**

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By Chaosium.

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Though intended for roleplayers, the information in this book is an entertaining historic timeline, an illustrated bestiary, etc. **\$45.00**

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. **\$40.00**

Blood Brothers Thirteen casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. **\$40.00**

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, and is specially constructed to be completed in one or two evenings. **\$40.00**

Cairo Guidebook The Lure of the Nile. Set in the 1920s, there are dozens of scenarios in this book, with period maps, plans of ancient and modern structures, the sights of Cairo and excursions possible from Cairo. Though intended for roleplayers, the information in this book is genuine and accurate for the period, some found only here. **\$34.00**

Coming Full Circle The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed on the town. **\$34.00**

Creatures of the Dreamlands Beautifully illustrated colour guide to 31 strange beasts. **\$30.00**

Cthulhu XL T-Shirts **Miskatonic Alumni \$35.00 Cthulhu Tequila \$35.00 Arkham Scrub \$40.00**

Curse of Cthulhu The Brotherhood is staging a comeback, and players must travel to San Francisco, the Andes, Egypt, and Romania to find out who is responsible for a string of child murders & abductions. Reprints of the classic Fungi From Yuggoth & 3 other scenarios. **\$40.00**

Dark Designs 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. **\$40.00**

Dreamlands A 122 page sourcebook that explores the fantastic realms beyond the veil of sleep. Includes dream skills & abilities, 6 adventures, new spells, the Underworld, a bestiary, and a map. 3rd Ed. **\$35.00**

Encyclopedia Cthulhiana Since Lovecraft's time Cthulhu Mythos has grown exponentially, until it has become increasingly difficult to keep track of, even for devoted fans. This book is the first major attempt in many years to provide a complete guide to Lovecraft's mythos. **\$22.00**

Escape from Innsmouth A decayed husk of a coastal town slowly dies with its diseased citizenry, ruined by gold brought from South Pacific islands & a blasphemous pact. Features the epic Raid On Innsmouth, when the army storms the town. 160 pages. **\$40.00**

Fatal Experiments Has three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg. Duck's Foot Pistol. **\$40.00**

Fearful Passages Nine adaptable adventures, each specifically designed around a 1920s mode of transport: aircraft, trains, dirigibles, canal boats, elephants, armored cars, diving suits, etc. **\$40.00**

Great Old Ones Six 1920's scenarios (one involves a 1927 English lunar expedition!): The Spawny, Still Waters, Have You Seen the Yellow Sign?, One In Darkness, The Pale God & Bad Moon Rising. **\$40.00**

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equipment, travel, society, etc. **\$20.00**
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Changeling Players Kit With deluxe full color character sheets, new bunks for each kit, a players screen, and blank bunk cards. Nov. \$26.00

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The Autumn People Two of the most dreaded nemeses of Changelings: the Autumn People, who bring tedium and dullness; and the Dauntain, who hunt down the fae and destroy them. Due Jan. \$24.00



Cyberpunk

SCI-FI A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. By R.Talsorian Games.

CYBERPUNK 2020 2nd Edition New *Enlarged Printing* This new print run features 254 pages, including heaps of revised artwork (including 10 more pages of art on the nine character types). Features extensive character creation mechanics, cyberweapons, net programs, bio-ware, nanotech enhancements, fast moving fire-fight rules, heaps of world background and more. This has a gritty, bleak mood, & is chillingly realistic. Character classes are cops, rockers, solos, medias, corporates, nomads, techies, netrunners, fixers. 10 scenarios, & details on adventuring in Night City. Proudly printed in Australia by Jedko Games. \$25.00

All Fall Down (Atlas) The rebuilt city of Las Vegas becomes the focus of a Corporate civil war, with one side ready to test a new strain of biological weapons, and both of them willing to flout the players. \$16.50

Bastille Day 48 page adventure where Rache Bartmoss hires some PC cyberkids to track down Spider Murphy, who's none the wiser. But they are up against the ISA dragon, and will be hard put to rescue her. \$12.00

Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boogster is pointing a peashooter or a hand cannon at you. \$16.00

Character Sheets 32 double sided character record sheets. \$12.00

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Corp. Book II A detailed sourcebook for the Lazarus Military Group (mercenaries for hire), and Miltech International. Valuable data for campaigns, includes scenario idea, equipment lists, uniforms, etc. \$20.00

Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. \$20.00

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skills and abilities - timmen, who can alter their appendices at will like the T-1000 Terminator in T2; Alchemists, who can disassemble any material and reconstruct it into another form; Wizards, who are like a living cybereck & can control remotes; and Scanners, able to pick up & scan broadcast or living signals. Also include 17 new character roles, new weapons, techs, adversaries, allies, & heaps of role play material. Due Nov. \$45.00

Deep Space 2nd Ed Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, and some Orbital politics. \$25.00

Ecofront For Cybergeneration, an info packed journal outlining a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc. Includes the new cyber-evolved scouts. \$20.00

Edgerunners Inc The cyberpunk's employment board. A look at dozens of small corps and companies, storefront outfits, and shadowy businesses. Employment opportunities & tons of adventure seeds. Due Oct. \$20.00

Eurosource Plus The European sourcebook for the 2020s has been expanded. Still using European authors, the book is 50% larger than the previous edition. Due Nov. \$35.00

Eurotour '21 Six adventures with the Cyberpunk characters as bodyguards of mad Rockerboy Jack Entropy, as he tours Europe. Featuring Brit street scum, French goldenkids, etc. \$22.50

Eurosourcebook Details New Europe, the Eurocrats paradise that veils a continent simmering with bitter historical feuds, toxic wastes & nationalistic gangs. Includes three adventures. \$20.00

Generation Gap The Cybergeneration referees handbook. With tips for players and GMs on how to run a campaign based around kids, source material about life in the ISA, and information about how to run a CyberRevolution campaign. Due Dec. \$24.00

Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. \$22.00

Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc.; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. 144 pages. \$35.00

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientist's daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues. \$35.00

Listen Up, You Primitive Screwheads - The Unexpurgated Cyberpunk Ref's Guide How to properly start a campaign, good character roles for non-solos, when your players are arrogant little...combat against an ex-marine, Uncle Mike's Dirty Tricks - notes from a thousand savage conventions, a simplified combat system for those who want one, an explosives system, an indexed list of all the new skills & roles ever published. \$19.95

Maximum Metal Six types of advanced personal power armor, each with their own spec sheet, tanks, artillery, APCs, mil-spec aerodyne assault vehicles, counter-measures, shields, new melee weapons, beam weapons, & all the manners of military & corporate hardware. \$25.00

MediaFront The nation's populace is fed an unending stream of propaganda and psychological sedatives via the myriad forms of electronic entertainment which permeate ISA culture. Can the Cyber-evolved break the iron grip the government has on the minds of hte masses? A Document of the Revolution, for Cybergeneration. \$20.00

Night City 2nd printing features corrected errors etc. Sourcebook with huge campaign supplement featuring street-block maps packed with data on services, entertainment, gangs, businesses, etc. 184 pages. An ideal home tribute for campaigns. With a full color map of the city. \$35.00

Neo Tribes in 2020s America, the Urban Sprawl that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, coyotes, jack-rabbits, and the neo-tribes, nomads who have given up life under fluorescent light and eating pre-pack, in exchange for starlight and freedom and a life of riding the range, living their own way. \$24.00

Pacific Rim Sourcebook The Pacific Rim. The name conjures up images of high-tech glitterlands. Here every dream can come true, realised by the tech-wizards of the Orient. But under the Westernised exterior lie traditions thousands of years old, and beneath the clean streets lurks a shadow world more sinister than any American sprawl. Covers from Hawaii to China, Japan to New Zealand and Australia. The Rim has it all, commerce, smuggling, piracy, and revolutions. \$28.00

Protect and Serve A sourcebook dedicated to the Cop character class, features new equipment & weapons, gangs & organised crime, operational procedures, crimes & sentencing, punishment, etc. \$20.00

Rache Bartmoss' Guide to the Net A 152 page complete guide of the net throughout the world. Includes AIs, Netwars, Iceams, Arasaka Dataforts, new software, lots of full color regional maps, new city grids, new dataforts impossible to crack, new netrunning options, an entirely new run - the MicroNet, & lots of full color artwork. \$29.95

Rough Guide to the UK Great Britain, the birthplace of Punk music, punk fashion, and Punk attitude. There's a Queen on the throne now but martial law still rules a quarter of the country. The book also covers travel info, art, media, society, a general overview of each administrative region, such as Scotland, Sussex, Wales, etc. \$24.00

Solo of Fortune Sourcebook for Solos, with new rules, equipment, weapons, gang types, corporate extractions, etc. Remember, when you want to impress a booster gang leader, shoot one of his boyz under his nose, or even better - shoot yourself without showing pain! \$20.00

Solo of Fortune II 96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lots of interviews, info behind the iron curtain, South America, etc. \$28.00

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When Gravity Fails Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, and a sexy adventure. From the novels of George Alex Effinger. \$25.00

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REF2 Character Records 2nd Ed 25 character sheets, 13 spell logs, plus a guide to PC-generation. Due Nov. \$18.00

DM's Screen and Master Index The revised DM's screen incorporates all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master index to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. Due Nov. \$20.00

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HR5 Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. \$35.00

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Red Steel A campaign expansion containing an audio CD. Has new rules, source material, & adventures all featuring a new region called the Savage Coast, which has deposits of red steel, a magical metal that is both useful and a curse. With 3 maps. \$60.00

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Savage Barones An audio CD accessory and adventure for Red Steel. The Savage Barones, home to swashbucklers, gauchos, & dictators, is being invaded! The goblins of the Yazak Steppes ride again. Includes source material and a short adventure. \$40.00

Rogues in Lankmar Featuring the Thieves Guild, it includes a map and 64 page book including adventure hooks. \$20.00

The Dancing Hut of Baba Yaga A witch the size of a tree with a house on her back like a snail - except the house/hut is bigger on the inside than on the outside, a madhouse of magic & death. \$20.00

ACCESSORIES - PLAYER'S MATERIAL

CR1 Wizard Spell Cards Features a pocket-sized card for over 400 core-rules spells, these can be used to represent spells 'memorised' by characters. Includes statistics & spell descriptions - cute! \$45.00

CR2 Priest Spell Cards Same as above, but for Priest spells, obviously. With over 400 cards. \$45.00

Deck of Magical Items Monty-haul campaigners rejoice! Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device - collect 'em all! \$45.00

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PHBR3 Complete Priest Handbook Features the basic premiss of Clerics & pantheons, complete grid designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. \$35.00

PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. \$35.00

PHBR5 Complete Psionics Handbook Covers the Psionist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairvoyance, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, & Metapsionics! 128 pages. \$35.00

PHBR6 Complete Dwarves Handbook Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, & campaign play. \$35.00

PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! \$35.00

PHBR8 Complete Elves Handbook Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funeral ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-classes (herbalist, windrider, bladesinger, etc), and more! 118 pages. \$35.00

PHBR9 Complete Book of Gnomes & Halflings Further details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninja look like elephants. This 128 page book promotes character development & enrich the game environment. \$35.00

PHBR10 Complete Book of Humanoids Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. \$35.00

PHBR11 Complete Ranger's Handbook Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magical items, new proficiencies, etc. 128 pages. \$35.00

PHBR12 Complete Paladins Handbook One of the most colorful & challenging character classes. Details paladin proficiencies, combat rules, personalities, equipment, & sub-class variations. \$35.00

PHBR13 Complete Druid's Handbook In the fight against evil, the paladin stands as Good's supreme, undaunted champion. This 128 accessory helps you to play the noblest warriors of the AD&D game. Create or enhance your paladin with new proficiencies and equipment, new rules for bonded monsters, and paladin kits like the divine, envoy, ghosthunter, skydancer, and indomitable wyrmslayer. \$35.00

PHBR14 Complete Barbarian's Handbook Warriors, thieves, and spellcasters from primitive societies, even Stone Age fantasy cultures. New skills, expanded rules, nonhuman barbarians, etc. \$35.00

PHBR15 Complete Ninja Handbook Presents the ninja, a combination of spy, thief, and secret warrior, who takes on the most dangerous and deadly missions of all. Humans from any culture, not just Oriental, can become ninjas. \$35.00

Fighters Screen All the tables & charts a player needs if he is running a fighter player character. \$15.50

Priests Screen All the tables & charts a player needs if he is running a priest player character. \$15.50

Wizards Screen All the tables & charts a player needs if he is running a wizard player character. \$15.50

Thiefs Screen All the tables & charts a player needs if he is running a thief player character. \$15.50

Fighters Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Fighters Screen, painting guide, instruction book, character record sheets, etc. \$44.95

Wizards Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Wizards Screen, painting guide, instruction book, character record sheets, etc. \$44.95

Priests Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Priests Screen, painting guide, instruction book, character record sheets, etc. \$44.95

Thiefs Players Pack Large plastic brief case with handles & snap locks, three lead free miniatures, Thiefs Screen, painting guide, instruction book, character record sheets, etc. \$44.95

Shaman Brings a new type of spellcaster to AD&D, a wizard who gains magical power from the spirit world. More subtle and versatile than a normal wizard, a shaman has extraordinary knowledge & capabilities. Due Dec. \$25.00

ACCESSORIES - MISCELLANEA

1996 Dragonage & Otherworlds Calendar TSR calendar with 12 single illustrations & one double page spread. \$22.00

1994 Annual Monstrous Compendium Annual update for the Monstrous Manual, this 128 page book contains the stats & details on all the new monsters presented by TSR for their AD&D game during 1994. Complete with color and B&W illustrations. \$36.00

1995 Annual Monstrous Compendium Vol. Two All the new monsters presented from all AD&D game products for this year, plus a few previously undescribed monsters. Due Jan '96. \$35.00

CM1 Cardmaster Adventure Design Deck A set of 216 cards that are used to create a systematic array of encounters & plot devices for an impromptu adventure. Could be interesting. \$45.00

Castles Details a major castle from the Dragonlance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books. Features Battleground rules & a mess of 25mm cardboard cutouts. \$50.00

Council of Wyrms Play a dragon PC in this deluxe adventure, an epic quest in which the Council of Wyrms send you off to aid the dragon races. 3 64 page books, 12 cardsheets, 3 poster maps. \$50.00

Deck of Encounters Set #1 432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards and arrange as desired, or can be drawn at random. \$45.00

Deck of Encounters Set #2 432 cards with all-new and exciting encounters with monsters or nonplayer characters. \$45.00

Deck of Psionic Powers 288 cards that each feature a psionic power. Psionic battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! \$35.00

Encyclopedia Magica Volume 1 A-C 384 hardcover book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. \$45.00

Encyclopedia Magica Volume 2 D-P 416 pages with every single magic item from AD&D for letters D-P, with new material and rules clarifications. \$50.00

Encyclopedia Magica Volume 3 P-S 416 page book detailing every AD&D magic item ever created. \$50.00

Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magic items for the AD&D universe. Due Dec. \$50.00

GR1 Strongholds Contains lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FRB, WG2, WG3, & the Castles box set - ideal for street scenes. \$38.00

GR2 Dungeons of Mystery A collection of 25mm cardstock dungeon floorplans, featuring over 40 predesigned rooms. Creates a fairly unconvincing three-dimensional environment for miniatures. \$40.00

GR4 Treasure Chest Collection of hooks, or ideas, for adventures. Each hook features full color handouts - one for the DM, and another for the players. This way the DM fools the player as to the real goal of the characters mission. \$25.00

REF6 Rogues' Gallery A collection of ready-made NPCs, representing an array of character classes and fantasy personalities, both banal and sublime. Contains 96 loose leaf, illustrated pages. \$26.00

The Worlds of TSR A softback 144 page book of TSR's art, including Al-Lemon, Forgotten Realms, Dragonlance, Ravenloft, Dark Sun, etc. 200 full color illustrations. \$38.00

MYSTARA

TSR's oldest campaign world, ie, D&D, has at last been translated into AD&D. Discover high adventure and high magic in a land made for epic fantasy quest.

MYSTARA: KARAMEIKOS KINGDOM OF ADVENTURE This boxed campaign setting is the next step up from playing First Quest. An audio CD is included, which helps to set the scene and accompanies adventures. The Kingdom of Karameikos lies at the heart of the Mystara world. Includes 12 handouts, 2 large maps, etc. \$60.00

Glantiri: Kingdom of Magic Including an audio CD and full color guidebooks. A magical land of mighty wizards and Byzantine politics, where powerful and slightly mad princes and princesses struggle for dominance. Two books, 2 maps, 16 character cards, 16 sheets, CD. \$60.00

Hail the Heroes Adventure with an audio CD that helps set the scene, in which Mystara's secret history is exposed. Player levels 1 - 4. \$30.00

Joshuan's Almanac Like the Poor Wizards Almanac, Joshuan is a halfling wanderer who shares his folksy commentary on the people and places of Mystara. Due Dec. \$25.00

Mark of Amber The sinister Ambervilles and their bizarre castle suddenly re-appear. Can your PCs solve the mysteries? An audio CD adventure for any player level. \$35.00

Mystara Dungeon Master Survival Kit Full color campaign log, mapping kit with template, over 20 official documents with guidelines for use in play, such as royal proclamations, secret symbols & alphabets, and wanted posters for Mystara's infamous villains. A deck of 55 playing cards of magical treasures and plot twists. \$26.00

Mystara Monstrous Compendium Gives the AD&D descriptions for over 100 monsters from the D&D game world. \$36.00

Mystara Player's Survival Kit An adventure log to keep track of monsters slain, treasures gained, mysteries to be solved. A color guide on how to create heraldry, tips on how to develop your character's story & identity. A deck of Fame & Fortune 55 cards which allow narrow escapes from traps, etc, & 20 parchment documents. \$26.00

Mystara Poor Wizards Almanac & Book of Facts Summarizes geographical, historical, & other information about Mystara, 240 pages including color & B&W illustrations. \$20.00

Night of the Vampire An adventure including an audio CD that gives background music & sets the scene. The PCs are trapped in a medieval vampire nosferatu's domain. Player levels 1 - 4. \$30.00

MYSTARA NOVELS - \$12.00 each

The Dragonlord Chronicles

1. Dragonlord of Mystara A novel set 500 years in the past, where dragons roam the lands, causing death and destruction. A lad sets forth to combat them, and forms a party of 4, but can these no-hopers come through and save the day? 400 pages & color map.

2. Dragonking of Mystara

Now that he has established peace with the dragons, the Dragonlord feels that his troubles are behind him. Instead he finds himself in the centre of a web of intrigue as his supposed new allies try to use him as a weapon against their enemies in a bid for power. Soon a new war with the dragons seems inevitable, and this time the dragons are ready for him.

3. Dark Knight of Karameikos (Due Nov)

Grygory the knight is mistaken for an outlaw and thrown into prison, where he befriends Flavius the thief. They escape, and together, they take on the dreaded Dark Knight of Karameikos.

PLANESCAPE

PLANESCAPE CAMPAIGN SETTING A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. \$60.00

Fire of Dis A deluxe adventure where the characters travel to the terrifying plane of Baator, home of the evil baatezu. They travel through the 1st level of Baator and to the 2nd to the city of Dis. \$26.00

Harbinger House Deluxe adventure featuring full color art and a double panel GM screen. Centres around a mysterious house of barmies that many believe is a nexus of power. \$25.00

In the Abyss Adventure which quests into the heart of the Blood War between the tanar'ri and baatezu. Player levels 7 - 10. \$20.00

In the Cage: A Guide to Sigil Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfares in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. \$30.00

Monstrous Compendium Planescape Appendix 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. \$36.00

Monstrous Compendium Planescape Appendix II With full color art of heaps of new beasts. Due Oct. \$35.00

Planes of Chaos A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the plane of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. \$60.00

Planes of Conflict A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastlands, Gehenna, the Gray Waste, and the prison plane of Carceri. Due Dec. \$60.00

Planes of Law Home to the baatezu, one of the most powerful and terrifying of all monster races. More than 200 pages on five new levels in the Planes, Mount Celestia, Baator, Acheron, Mechanus & Arcadia. A boxed set that contains 5 double sided poster maps. \$60.00

Players Primer to the Outlands A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 page book, map, CD. \$30.00

The Deva Spark Adventure - players find a deva being pursued by a beholith. But devas are supposed to be good & lawful, and Beholiths only hunt down evil tanar'ri, so what's going on? Player levels 5 - 9. \$20.00

The Eternal Boundary An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. \$20.00

The Factol's Manifesto A 160 page deluxe, full color volume that takes fifteen factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. \$40.00

The Well of Worlds. A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. \$30.00

BIRTHRIGHT

BIRTHRIGHT: Legacy of Kings Campaign Setting A whole new campaign setting for AD&D. Players rule great kingdoms and command awesome magic in a world torn by war and conflict. This campaign places players on the throne of their own kingdoms. Not only do they control their heroic character, they are also responsible for the fortunes of a nation in a dark, war-torn world. The rulebook contains all the game info DMs need to run the campaign; the Atlas of Carlinia describes the races, characters, and lands of the island continent; Ruins of Empire presents the starting campaign area of Anuire. The game includes a large BattleMat of a Battlefield for resolving battles, which is broken into zones such as left flank, middle left flank, centre, middle right, and right flank. There are 112 War Cards, depicting various troop types, to be used on the battlefield. \$60.00

Book of Monsters A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are of their kingdoms. Features 54 new War Cards to augment the War Card Deck in the campaign. \$35.00



Cities of the Sun A campaign expansion providing players with new lands to add to their kingdom. New War Cards describe the powerful Kingasi armies and the forces of their enemies, and a new poster map adjoins the maps of Anuire. Due Dec. \$35.00

Endier Domain Sourcebook One of the smallest domains in Anuire. It is precariously balanced between three of the more powerful realms in the land. You need to play a delicate game of politics and diplomacy to survive. You can play the role of the Lord of Endier, the Thief Regent of the Realm, or a noble, servant, or adventurer. Full color maps. \$14.00

Ilien Domain Sourcebook The benevolent wizard Count Aglondir of Ilien is dead! He has left control of his realm to his trusted apprentice - you. With the considerable power of realm magic behind you, your task is to govern Ilien and defend it from many enemies. \$14.00

Medeore Domain Sourcebook Ranging from the Spiderfell in the north to the Straits of Aerele in the south, Medeore was born of faith and the blood of revolution. As regent, you fulfill the duties of an aristocrat, leading the theocracy to greater heights of glory. \$14.00

Roosone Domain Sourcebook One of the youngest states of Anuire. As the ruler, you'll find yourself surrounded by uncertain allies and dangerous enemies. Plots and intrigues move through your own courts, and shadowed powers are moving against you. Includes maps. \$14.00

Sword and Crown Presents three interwoven plots. The players are faced with a military threat to their lands in the form of a hostile warlord, but at the same time must deal with the rise of a powerful wizard in their

realm and savage gnoll bandits. \$20.00
Tuornen Domain Sourcebook Take the throne of Tuornen, rules its proud people, and reap the rewards of its rich lands. But beware, for Tuornen faces threats from many quarters. The scheming Duke of Alamie wants to retain control over your realm, as he used to rule it. \$14.00

DARK SUN

DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting: Fall of the Dragon King The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfling Skyfarers, new expanded rules, etc. And a psionic Primer featuring basic psionic rules & powers. Note: Psionics Handbook required. Due Nov. \$40.00
Beyond the Prism Pentad This product offers extensive information to the world of Athas uncovered in the Prism Pentad novels. The Dragon King is dead and a new undead dragon has emerged. All of the events and characters of the Prism Pentad novels are detailed. There is also a short adventure. \$14.00

City by the Silt Sea The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Ghistal - Dregoth, the undead dragon king, and he is quickly building an army. \$50.00
Dark Sun Monstrous Compendium Vol 2 A book of vicious new Athasian monsters and humanoid races, including mind-blowing undead creatures. 128 pages with color illustrations. \$35.00

Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionics, illusionist magic for Rogues, some extra monsters, over 90 new spells & psionic devotions, etc. \$40.00

The Ivory Triangle A box set that unleashes a grueling conflict fought between the mighty city-states of Gulg & Nibenay. The lands & populace are described in detail, with adventures. \$45.00

CGR1 Complete Gladiators Handbook A 128 page sourcebook detailing the gladiator's lifestyle (or lack thereof!), fighting techniques, special skills & weapons, schools, and more. \$30.00

DSR2 Dune Trader Describes the major merchant houses of Tyr, plus the cunning Elven merchants & raiding tribes. Features a Trader character class, and details how to run a trade-based campaign. \$22.00

DSR3 Veiled Alliance Describes the extensive secret societies of goodly magic-users in Athas, driven into clandestine underground networks to protect themselves from the tyrannical sorcerer-kings. \$22.00

DSR4 Valley of Dust & Fire The Sea of Silt is protected by the shrieking fury of the Great Ash Storm. Within the depths of this barren wasteland can be found the Valley of Dust & Fire where, protected by a lake of lava, is the walled city of Ur Draxa, domain of the world's most powerful dragon! \$22.00

Thri-Kreen of Athas Now you can roleplay a Thri-kreen vicious mantis warrior, including sample thri-kreen packs, info on their nature and society, and character kits. 128 pages + map. \$30.00

DARK SUN ADVENTURE MODULES

DS1 Freedom In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcerer-king Kalak's great ziggurat is almost fully built. The most brutal arena spectacle of all will lead the celebrations of this monument's completion - and rumors abound that this will signal the day of revolution! \$25.00

DSM1 Black Flames An emerging dragon coerces the players into helping it ward off its many enemies as its powers begin to mature. More details later. For levels 3-5. \$35.00

DSM2 Merchant House of Amketch Our entrepreneurial heroes must guide & protect a budding merchant house as it builds its reputation & assets in the free city of Tyr. For levels 6-8. \$30.00

DSM3 Marauders of Nimenay Two cities fight a war that seems without end. When the players get snared in the infinite blood-letting, only careful diplomacy can save them. For levels 5-8. \$30.00

DSQ1 Road to Urlik Ancient city of Tyr is free from the evil domination of the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again. \$25.00

DSE1 Dragon's Crown A 5-book, 2-map "super-module" wherein our heroes traverse the continent in a desperate bid to find the secrets of the Order & stop psionics draining from Athas. Levels 11 +. \$55.00

DSE2 Black Spine Levels 7 - 10, 7 separate scenarios, as the lich queen of the githyanki is deploying an army to Athas remote prime material plane. Can you stop her endless hordes? 6 books, maps. \$50.00

DSQ2 Arcane Shadows Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's Templars uncover the scheme & a desperate journey across the wasteland ensues. \$25.00

DSQ3 Astician Gambit In the lush Crescent Forest resides the Queen's palace: from its dungeons come the quarry for the Red Moon Hunt - a barbaric test of lordship for the young nobles of Gulg. \$25.00

Forest Maker Player Levels 11-13. A lush forest is growing somewhere deep in the Great Alluvial Sand Wastes. Is the charismatic avangion at the heart of the mystery working to save Athas, or destroy it? \$30.00

Windriders of the Jagged Cliffs Offers expansive info on a new area of Athas uncovered into the Prism Pentad boxed set. The Windriders are a nation of halflings living in the cliffs dividing the Tyr region from the thri-kreen empire. \$30.00

DARK SUN NOVELS - \$10.00 each

Prism Pentad

1: Verdant Passage 2: Crimson Legion 3: Amber Enchantress
 4: Obsidian Oracle 5: Cerulean Storm

Tribe of One Trilogy

1: The Outcast

Centers around a powerful new hero whose bloodline combines the grace of elves with the savagery of Athasian halflings.

The Seeker

Sorak is seeking the wizard Sage, and is accompanied by a priestess and a sorcerer's daughter he stole from a caravan.

The Nomad

Sorak discovers the secrets of his past - so terrible that they splintered himself as a child into thousands of personalities - each with his own memories, powers, etc, which explains why he is so powerful. He has so many other identities that he alone forms a tribe of one.

Chronicles of Athas

1. The Brazen Gambit

A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics.

The Darkness Before Dawn

Tells the tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death.

The Broken Blade

The story of Sorak, elfling hero of the Tribe of One. Accompanied by his friend and lover, the villich Ryana, Sorak embarks on a mission of aid for his new master, the Sage.

Cinnabar Shadows

Maribe, one of the disoriented "New Race", is given the task of searching for Kakaim the alchemist. But she comes into conflict with the druid settlement of Qurait.

FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale,

presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. \$65.00

City of Splendors A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. \$50.00

Menzoberranzan The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lolth. Contains three books: The City (details streets & districts, customs, daily life, etc.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc! \$60.00

Night Below: The Underdark Campaign The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans. Due Dec. \$60.00

Ruins of Undermountain The guttock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, & dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions, but loaded with loot! \$50.00

Ruins of Undermountain II All new levels of the fabled dungeon with a 128 page sourcebook, 32 page adventure book, 4 color maps, eight new monstrous compendium pages, & 8 cards. \$50.00

Ruins of Myth Drannor Another "super-dungeon" this time at the Elven city, conceals a horde of monsters patiently waiting to get horribly to chopped up and have their neat piles of assorted treasures nicked. I christen thee "Son of Ruins of Undermountain". \$50.00

Ruins of Zentil Keep A super dungeon full of secrets past and present, Zentil Keep is the headquarters of the evil Black Network of the Zhentimar and home of the notorious Lord Chess. With three booklets, 8 cards, and three poster size maps. \$50.00

Spellbound: Thay, Rashemen & Aglarond A boxed set of the nations of Thay (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tangentially the nation of Aglarond (ruled by Simbul, one of the 7 Sisters), which is continually targeted by Thay. With 4 booklets, 3 maps, 8 monstrous compendium sheets. \$50.00

FORGOTTEN REALMS CAMPAIGN MATERIAL

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

MC3 Forgotten Realms Monsters More loathsome encounter-fodder spawn for characters to chop up! "64 pages chock-full of new monsters" says the back blurb, and you can't help but agree! \$20.00

Elminster's Ecologies A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 3 32 page books. \$50.00

Elminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls Two 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. \$20.00

Elminster's Ecologies Vol 2: The High Moor and the Serpent Hills Two 32 page & one 8 pages booklets covering an area often hinted at but not explored. Due Oct. \$20.00

FR15 Gold & Glory A compendium of the mercenary companies from the Forgotten Realms, from the religious Flaming Fist to pirates, non-human groups, etc. Includes colour plates & maps. \$25.00

FOR2 The Drow of Underdark 128 page sourcebook that reveals everything known about the men-acing Drow Elves - their dark magics, unique weapons, violent matriarchal culture, evil gods, etc. \$30.00

FOR3 Pirates of the Fallen Star Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adventure & glossary. 128 pages. \$30.00

FOR5 Elves of Evermeet 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. \$30.00

FOR6 The Seven Sisters Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silvermound, Sylune, Laeral, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. \$30.00

FOR7 Giantcraft Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. 128 pages. \$30.00

Forgotten Realms Atlas A 176 page book that features the Eastern Realms, the Hordelands, the Moonshae, Icewind Dale, major cities and places of interest (like Corwell Keep & Denlor's Tower). \$35.00

PG2 Player's Guide to the Forgotten Realms A 128 page tour of the nations and inhabitants of this popular campaign world. More details when this product arrives down under. \$35.00

Aurora's Whole Realms Catalog A 160 page illustrated catalogue of adventurer's equipment & general supplies - everything from Drow swimsuits & pungent cheeses, to lock picks & lanterns. \$16.00

Cormyr Covers ten years of history, its ruler King Azoun, the aftermath of the Godswar, & the Tuigan invasion. \$20.00

Pages from the Mages Presented like a wizard's tome with a huge ornate look on the cover. Has reprints of old material from Dragon mags, and also new material. Due Nov. \$30.00

The Moonsea Detailed information on Moosae, from Zentil Keep to the Bell in the Depths. 64 page book of DM adventure ideas, and a 32 page book of player info, + a map. \$26.00

Vol's Guide to Cormyr The Kingdom of King Azoun IV and his confident Vangerdahast, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. \$25.00

Vol's Guide to Waterdeep A B4-sized guide to the City of Splendors - 240 pages covering ghostly sightings, undiscovered treasures, bizarre menus, romantic sites, shops, taverns, craftsmen. Includes floorplans & a colour fold-out map. Ideal companion for prolonged campaign play. \$20.00

Vol's Guide to the North Our wandering tourist takes us to Neverwinter, Silvermound, the Icewind Dales, Helgate Keep, etc. Includes a gastronomic guide, an introduction to rulers & other NPCs, city descriptions, plot complications, adventure hooks, etc. 240 pages, B4 format. \$20.00

Vol's Guide to the Sword Coast Covers the area from Baldurs Gate in the east and up the river Chlاندath to Iriaebor. Also covers The Darkhold, a Zhentimar base. \$20.00

Wizards & Rogues of the Realms Similar to the PHBR books, this book details two character classes, Realms wizards as opposed to normal wizards, & thieves of the Realms. 128 pages. Due Dec. \$30.00

FORGOTTEN REALMS ADVENTURE MODULES

FMQ1 City of Gold Like flies to doggy-do, a cursed city rumored to be wallowing in gold pique the insatiable avarice of adventurers intent on plunder. Includes a new character race & Fetish magic! \$22.00

FRA2 The Black Coursier The search for the princess must continue, despite distractions from a mysterious magical black stallion, devious assassins, and fierce nomadic horsemen. Sounds fun! \$18.00

Marco Volo: Departure For all player levels. You follow the adventures of an impostor who claims to be the real Volo. You get an entertaining non-political romp through the realm. \$14.00

Marco Volo: Journey For all player levels, the impostor Volo continues on his romp through the Forgotten Realms. \$14.00

Marco Volo: Arrival The impostor has gone and upset someone, so now he's on the run - but who is chasing him? \$14.00
Forgotten Realms Book of Lairs Short adventures for all player levels, that can all be played in one evening. \$26.00

The Sword of the Dales PCs are called to aid Randal Morn, the true Lord of Daggerdale in his fight against the evils of Gothyl, a lich

wizardess who has found the legendary Sword of the Dales.

\$14.00

The Secret of Spiderhaunt The second adventure in the Dalelands adventure trilogy, where the PCs go into the Spiderhaunt Woods in search of Randal Morn. \$14.00

The Return of Randal Morn The final module in the Dales Trilogy brings the PCs into their final contact with the Zhentimar mage who kidnapped Randal Morn. Due Oct. \$14.00

FORGOTTEN REALMS NOVELS - \$10.00 each title

The Moonshae Trilogy

1: Darkwalker on Moonshae 2: Black Wizards 3: Darkwell

Finder's Stone Trilogy

1: Azure Bonds 2: The Wyvern's Spur 3: Song of the Saurials

Icewood Dale Trilogy

1: The Crystal Shard 2: Streams of Silver 3: The Halfling's Gem

Avatar Quadrilogy

1: Shadowdale 2: Tantras 3: Waterdeep

4: Prince of Lies *

* Continues the saga of the Avatar Trilogy characters.

The Shadow of the Avatar Trilogy

1. Shadows of Doom

Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued.

2. Cloak of Shadows

The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, and the heroes and Midnight try to stop them.

3. All Shadows Fled

The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elminster, Khelben & Alustriel stop them?

The Dark Elf Trilogy

1: Homeland 2: Exile 3: Sojourn

Another Dark Elf Trilogy

1: The Legacy - \$12.00 2: Starless Night softcover - \$12.00

3: Siege of Darkness Hardback - \$38.00 Softback - \$12.00

In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions.

Daughter of the Drow Trilogy

1. Daughter of the Drow - \$34.00

Liril Baenre is a free-spirited drow princess who longs for travel and adventure. A fledgling priestess of Lolth, Liril seems destined for power in Menzoberranzan. But when she discovers a way to bring magic to the surface world, the impulsive elf sets off alone on a hazardous quest.

Maztica Trilogy

1: Ironhelm 2: Viperhand 3: Feathered Dragon

Empires Trilogy

1: Horselords 2: Dragonwall 3: Crusade

Harpers Series 8 INDEPENDENT TITLES

1: The Parched Sea 2: Elfshadow 3: Red Magic

4: The Night Parade 5: The Ring of Winter 6: Crypt of the Shadow King 7: Soldiers of Ice 8: Elfsong

Throughout Faerun, ancient ballads are being forgotten or changed. Danilo Thann joins forces with a deadly enemy to solve the mystery.

9. Curse of the Shadowmage (Due Dec)

The fiery Harper Mari Al'Marin and the cynical ex-Harper Caledan are reunited when the accused legacy of the Shadowing rursafaces. All of Faerun is threatened when an old rival of Khelben of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a Shadowmage.

Super Harpers Series

1. Crown of Fire

Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Elminster, the Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers.

2. Mass Graves

Alias, heroine of Azure Bonds, agrees to help free Westgate from the talons of the Night Masks crime syndicate, but finds a greater evil is behind them.

The Druidhome Trilogy

1: Prophet of Moonshae 2: The Coral Kingdom 3: The Druid Queen

The Cleric Quinest

1: Canticle 2: In Sylvan Shadows 3: Night Masks

4: Fallen Fortress

5. The Chaos Curse

Caddy's life is shattered upon returning to Edificant library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curse.

Heroes of Phlan 3

1: Pool of Radiance 2: Pools of Darkness 3: Pool of Twilight

Twilight Giants Trilogy

1. The Ogre's Pact

An ogre kidnaps Brianna of Hartwick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her fathers jealously guarded secret.

2. The Giant Among Us

As wild ogres and two-headed giants hunt Brianna of Hartwick and her protectors, the web of intrigue and deceit spreads.

3. The Titan of Twilight (Due Oct)

The secret of Twilight's now revealed, and the role of Princess Brianna of Hartwick in the tangled web becomes clear. Only with the aid of the firebolt scout Tavis Burdun, the runemaster giant-kin Basil, and the orphan thief Avner does Briana have any hope of escape.

The Nobles Trilogy

1. King Pinch

Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne.

2. War in Tethyr

Introduces the adventures of many unforgettable characters during a war in Tethyr.

Miscellaneous Books

1: Spellfire 2: Realms of Valor

3. Realms of Infamy

An anthology of stories, including the characters Cyric, Artemis Entreni, Manshoon of Zentil Keep, Elath Craunborer, and Zulkir Szass Tam.

4. Once Around the Realms

Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardizes the safety of all Faerun and beyond.

5. Elminster, The Making of a Mage Softback (Due Jan '96) - \$12.00 Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey.

6. Realms of Magic Anthology (Due Jan '96)

Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liril, heroes of Phlan, etc.

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil

10 Roleplaying Games

set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

Tales of the Lance A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc.). \$35.00

Dwarven Kingdoms of Krynn A boxed set exploring the history, legends, & society of various Dwarven enclaves; from mountain keeps, to hill communities and cavern complexes. 128 & 64 page books. \$40.00

PG1 Player's Guide to the Dragonlance Campaign 128 page guide to the world of Krynn in a manner that is entertaining and informative. It contains original fiction and long established facts, to help you discover the continent of Ansalon, home of Heroes of the Lance. It covers races of the world, deities, monsters & time line. \$30.00

DLR2 Taladas - The Minotaurs Explores the brutish, honor-bound minotaur society of Taladas. Covers origin myths, bureaucratic organisations, military strategies, magic-users, and philosophies. \$20.00

DLR3 Unsung Heroes An illustrated personal & statistical description of heaps of minor personalities from the Dragonlance novels & modules. Ideal source of NPCs for campaign play. \$20.00

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book. 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! \$26.00

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. \$38.00

DRAGONLANCE ADVENTURE MODULES

DL3 Dragonlance Classics Vol. 3 Contains DL 10, 12, 13 and 14, 128 pages, for all player levels. \$30.00

DLA2 Dragon Knight The heroes must infiltrate a brotherhood of bounty hunters who are slaying the Dragons, discover who the master of these villains is, and then beat the absolute crap out of him! \$18.00

DLA3 Dragon's Rest Involves the Ethereal Plane and Cinder Gems, whom the God Sargonnas tricks the PCs into searching for. \$18.00

DLQ1 Knight's Sword Introductory adventure for the Tales of the Lance box set - eager candidates for the Knights of Solamnia must track down Storm Brightblade's sword stolen from his crypt. \$15.00

DL33 Oak Lords The Speaker of Suns from the elusive Qualinesti is kidnapped by Goblins. \$13.00

DL54 Wild Elves A prophet delivers the Kagonesti Wild Elves from bondage. They flee their cruel cousins and resettlement in the Valley of Silences, where a more sinister servitude may ensnare them! \$20.00

DRAGONLANCE NOVELS - \$10.00 each

Dragonlance Chronicles

1: Dragons of Autumn Twilight 2: Dragons of Winter Night
3: Dragons of Spring Dawning

4: **Dragons of Summer Flame (Due Dec) Hardcover** - \$45.00
Marks the return of Raistlin, the corrupted mage, and the debut of a new generation of heroes and villains, including the Queen of Darkness waking from her slumber.

Dragonlance Legends

1: Time of the Twins 2: War of the Twins 3: Test of the Twins

Dragonlance Tales

1: The Magic of Krynn 2: Kenders, Gully Dwarves & Gnomes
3: Love and War

Dragonlance

1: The Reign of Istar 2: The Cataclysm 3: The War of the Lance

DL Saga Heroes

1: The Legend of Huma 2: Stormblade 3: Weasel's Luck

DL Saga Heroes II

1: Kaz the Minotaur 2: Kendermore 3: Brothers Majere

DL Saga Preludes

1: Darkness & Light 2: Kendermore 3: Brothers Majere

DL Saga Preludes II

1: Riverwind the Plainsman 2: Flint the King 3: Tanis - the Shadow Years

DL Saga Villains

1: Before the Mask 2: The Black Wing 3: Emperor of Ansalon

Hederick the Theocrat

Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an Inquisition to kill all who follow magic, etc.

5. Lord Toede

Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster Toded survives every evil trial and tribulation.

6. The Dark Queen

Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss.

Elven Nations Trilogy

1: Firstborn 2: The kinslayer Wars 3: The Qualinesti

Dwarven Nations Trilogy

1: Covenant of the Forge 2: Hammer & Axe 3: The Swordsheath Scroll

Meetings Sextet

1: Kindred Spirits 2: Wanderlust 3: Dark Heart

4: The Oath & the Measure

5: Steel and Stone 6: The Companions

Defenders of Magic Trilogy

1: Night of the Eye
The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made.

2. The Medusa Plague

The people in Guerrand's home village are turning into snake limbs, etc., and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel...

3. The Seventh Sentinel

The survival of magic is once again in question in Krynn. Will Guerrand and Bram Dithon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic.

Miscellaneous

1. Dragons of Krynn

An anthology of dragon tails - oops - tales.

2. The Second Generation paperback novel \$12.00

Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories.

DL Saga Lost Histories

1. The Kagonesti

The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other eleven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony.

2. The Irida

Blessed with exceptional beauty and intelligence, the high ogres, the Irida, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods.

3. The Dargonesti (Due Nov)

The third tale in the Lost Histories series, tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the eleven races, the deep-sea-dwelling Dargonesti.

DL Warriors

1. Knights of the Crown

The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty.

2. Maquesta Kar-Thon



Maquesta Kar-Thon races against time, high seas pirates, and her own trepidations to win her father's freedom.

3. Knights of the Sword (Due Jan '96)

The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted.

LANKHMAR

City of Lankhmar 2nd Ed. City abode to thieves & adventurers; the home to Fafhed & the Gray Mouser. This new 160 page book describes a major metropolis that is suitable for any game world - ideal for urban campaigns. Includes details for Lankhmar character generation. \$40.00

LNR2 Tales of Lankhmar Entertaining compendium of 7 adventures - from the ale-rooms of the Silver El, to the labyrinth of sewers and dangerous alleys of Lankhmar alleys. For levels 3 to 10. \$20.00

LNQ1 Slayers of Lankhmar Describes the Slayer's Guild, a secret mercenary organisation. \$20.00

Avengers of Lankhmar Sequel to *Slayers of Lankhmar*. Elad Edals back and there's a price on his head. Can the heroes bring the master assassin in and claim the reward before he kills again? \$20.00

Cutthroats of Lankhmar An indepth look at a portion of the city of thieves, with emphasis on the Cash, Mercantile, Festival and River districts, with poster size map, adventure hooks, quest outlines. \$20.00

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT 2nd Ed A complete revision of this campaign world of Gothic horror. Combines elements from *Realms of Terror* and *Forbidden Lore*. Includes source materials, adventure ideas, fortune telling cards, and new realms of horror to explore within the Ravenloft domain. Contains 160 page and 128 page books, color illustrations, 3 maps, 54 cards, and an 8-panel DM screen. \$60.00

MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. \$22.00

Masque of the Red Death & Other Tales A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. Contains 5 booklets, DM screen, 2 maps. \$50.00

The Gothic Earth Gazetteer A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. Due Dec. \$20.00

Monstrous Compendium Ravenloft Appendix # 3 128 pages of more beasts to spring on unsuspecting PCs. \$36.00

RR1 Darklords This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demesne, special abilities, and spectacular powers. \$22.00

RR3 Vampires Comprehensive sourcebook on these powerful immortals - details their origins, powers & salient abilities, weaknesses, feeding & sleeping habits, relationships, psychology, ego, etc. \$22.00

RR4 Islands of Terror Features 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady now fallen from grace. \$22.00

RR5 Van Richten's Guide to Ghosts Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers, weaknesses, etc. \$22.00

RR6 Van Richten's Guide to the Lich Crazy Van Richten delves into the secrets of the lich, formidable undead lords whose obscene powers are the ultimate bane of all experience-greedy characters! \$25.00

RR7 Van Richten's Guide to Werbeasts Dr. Rudolph brings his sanity into question again by researching the shifting shadowworld of lycanthropes. Reveals how they live & multiply & what it takes to cure Ravenloft of lycanthropy. \$22.00

RR8 Van Richten's Guide to the Created Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. \$26.00

Van Richten's Guide to the Ancient Dead The mummies of Ravenloft. There is far more to these creatures than just crumbling horrors that unwind forth from their tombs. \$26.00

Van Richten's Guide to Fiends This 96 page book details the creation of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures in question, and how to hunt and destroy them. \$25.00

Van Richten's Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. \$25.00

The Nightmare Lands A unique vision of one of Ravenloft's most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. Due Nov. \$40.00

RAVENLOFT ADVENTURE MODULES

Castle Forlorn A "super-module" that allows the players to get lost in the labyrinthine rooms & corridors of Ravenloft's most terrifying locale. Includes richly detailed 3-D maps. \$45.00

RA2 Ship of Horror From the mists comes a haunted ship whose cursed captain takes the players to the realm of undead, on an island where a necromancer has created a new breed of undead. \$20.00

RE1 Adams Wrath A Ravenloft Frankenstein adventure, where PCs must try to stop Dr. Mordenheim's hideous monster. \$20.00

RM1 Roots of Evil The master vampire Strahd Von Zarovich faces the final apocalyptic showdown with Azalin the lich (from RQ3). Includes a

return to Castle Ravenloft. For levels 8-12.

RM2 The Created By day a mad puppeteer sells his wares in his humble toyshop, but at night his horrific doll golems stalk the streets to pursue their evil tasks. For levels 5-8. \$18.00

RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. For levels 8-12. \$22.00

RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thank's TSR! \$22.00

RQ2 Thoughts of Darkness Blutspr (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an illithid High Master is hatching vampiric mind players in an attempt to achieve immortality. \$20.00

RQ3 From the Shadows An lich lord prepares for the coming of the grand conjunction, when the lands of Ravenloft merge with the realms of man, and great powers come within its reach. \$20.00

RR2 Book of Crypts 9 short adventures describing deeds of death irresistible to adventurers intent on plunder, but most often than not a dank hole wherein characters get their greedy butts kicked! \$22.00

A Light in the Belfry An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. \$30.00

Chilling Tales A collection of short Ravenloft Adventures which can be used as short, one night escapades or be plugged into an ongoing campaign. \$20.00

Circle of Darkness A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultrapowerful monster before it becomes a Dark Lord. \$20.00

Hour of the Knife Jack's back (ie the Ripper), except he's really a doppelganger who can copy anyone. \$20.00

Howls in the Night Inspired by Sir Arthur Conan Doyle's Hound of the Baskervilles. 32 pages. \$14.00

Neither Man Nor Beast The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. Due Jan '96. \$20.00

The Awakening For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. \$20.00

The Evil Eye The heroes must prevail upon the mysterious powers of the gypsy Vistani in order to complete their mission. \$20.00

When the Black Roses Bloom Lord Soth and his army of death knights emerge from the mists once again. The players explore Sithicus, Soth's domain in Ravenloft, and defy Soth & his army. \$20.00

RAVENLOFT NOVELS - \$10.00 each

The Ravenloft Series

1. Vampire of the Mists 2. Knight of the Black Rose 3. Dance of the Dead

4: Heart of Midnight 5: Tapestry of Dark Souls 6: Carnival of Fear

7. The Enemy Within 8. Mordenheim

10. Baroness of Blood

A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land.

11. Death of a Darklord

A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical evil leaders who rule Kartakkas. But who is their real target?

12. Scholar of Decay (Due Jan '96)

Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down.

Ebonacht Trilogy - \$10.00 each

1: The Tower of Doom (Due Nov)

Miscellaneous - \$10.00 each

1. Tales of Ravenloft Anthology 2. I, Strahd - \$30.00 hardback

3. I, Strahd - Softback reprint - \$12.00

Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beauty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood.

AL-QADIM

Ancient Persia, a classic matinee campaign setting that's ideal for jaded players, bringing to vivid life classic elements of high fantasy - flying carpets, sphinxes, genies, pharaohs, sultans, and much more.

Al-Qadim Arabian Adventures 160 page sourcebook describing the land of Zakahra, the people's virtues (honor, family, purity, hospitality, etc.), character creation, 20 new PC class 'kits' (corsairs, mystic clerics, etc.), proficiencies (bagging - display weapon prowess, Genie lore, grooming, etc.), desert survival, Calling Upon Fate, The Evil Eye, Sha'ir abilities (Genie magic), elemental province spells, & more! \$38.00

Al-Qadim: Land of Fate A box set with further campaign details. Describes geographic features, township life, attire, marriage, slavery, life in the desert, blood feuds, Sheikh's attire & vanity, camels, 12 tribes of the High Desert & Haunted Lands, local deities, the Savage Gods, 27 (!) cities, legends, the calendar, the law, local secrets, magical items, and much more! Includes four 21"x32" colour maps. \$40.00

City of Delights A box set that reveals the desert metropolis of Medina Al-Huzuz; delve into the exalted intrigues of the Caliph's court & harem, or explore the more mundane streets where merchants & beggars mingle. Includes maps of the city & the sprawling palace. \$50.00

CGR3 Complete Sha'ir's Handbook Sha'irs wield great power over the genies and are central to Al-Qadim. Reveals secrets of these masters as well as new info, elemental magics, etc. \$35.00

ALQ4 Secrets of the Lamp A sourcebook on genies - details their organisation, noble genie lords & their magical estates (ie: the City of Brass), powers, monsters, adventures, etc. \$40.00

Cities of Bone A collection of adventures set in the haunted ruins and crypts of forgotten cities of Al-Qadim. There's many secrets to find and reveal and dig up - but some of them are better left buried! \$35.00

Corsairs of the Great Sea An adventure and accessory allowing players to sail the seas, encountering storms, pirates of chaos, and find new magical items and monsters. Lvl's 6-9. \$36.00

Caravans Adventure and accessory for all player levels. The first epic adventure for Al-Qadim. 3 booklets, 12 cardsheets, map, etc. \$36.00

MISCELLANEOUS MODULES

GA1 The Murky Deep A cursed cabinet reveals the secrets of an ancient city, undiscovered for centuries, and haunted by the doomed shades of its former inhabitants. For levels 6-8. \$14.00

HHQ2 Wizard's Challenge A prosperous Wizard's guild is in decline after important members were mysteriously killed, those that survived are now threatened. For 1 DM & 1 player (2-5 level Wizard). \$14.00

HHQ4 Cleric's Challenge In the town of Pommerville terrifying apparitions prowl the shadows, while corpses start themselves free of their earthly bonds and walk again! For a level 1-4 Cleric. \$14.00

HHS1 Fighters Challenge II An adventure for 1 player & 1 DM. Just about any hero can acquire a princess, but how do you go about returning her to her family? Quite a challenge. \$14.00

Clerics Challenge II A mini-adventure for one GM and one player, that can be used in almost any AD&D campaign. Due Jan '96. \$14.00

Labyrinth of Madness A special TSR anniversary adventure - perhaps the most insidious dungeon ever devised. Filled with monsters and traps and treasures, but also a multi-level three-dimensional maze, with puzzles within puzzles. Players must solve 20 puzzles to win. \$20.00

Track of the Mummy An audio CD endless quest adventure. Basically, the CD presents the story to you and then gives you the choice of where to take the adventure next. E.g. Do you open the Mummy's crypt? If yes, go to track 32. If no, go to track 24. Due Oct. \$30.00

Track of the Vampire An audio CD endless quest adventure. Basically, the CD presents the story to you and then gives you the choice of where to take the adventure next. eg. Do you chase the vampire inside? If yes, advance to track 32. If no, advance to track 24. \$30.00

Track of the Werewolf An audio CD endless quest adventure. Basically, the CD presents the story to you and then gives you the choice of where to take the adventure next. eg. Do you pick up the silver cross? If yes, advance to track 32. If no, advance to track 24. \$30.00

Thief's Challenge II An adventure for one player and one DM, or 2-3 players, suitable for any AD&D campaign. \$14.00

Wizards Challenge II An adventure for one player and one DM. A beast is terrorizing peasants at the frontier, & it is immune to weapons. But what can one wizard do that an army can't? \$14.00

Earthdawn

FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the Shadowrun world, revealing the races before magic was locked away. By FASA.

EARTHDAWN A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Winding thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. Hardcover \$55.00 Softcover \$40.00

Adept's Way Adepts are heroes of Barsaive, fighting to restore the Scourge-ravaged world to its former glory. The magical disciplines they follow grant them fantastic powers and abilities that they use to fight corruption. A warrior, for example, sees life as a battlefield, and wields sword and shield with magical brilliance. \$35.00

Barsaive Campaign Set Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. \$50.00

Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Death Moth, with its fatal sting, the pangolus, who can disembowel a troll with one swipe of its claws, etc. 50 creatures are presented. \$35.00

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. \$35.00

Denizens of Earthdawn Vol 2 An in-depth description of dwarves, obsidimen, orks, and trolls & how they fit into society. \$35.00

Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for ship combat, etc. \$35.00

Earthdawn GM Pack GM Screen, sheets of treasure cards, a booklet featuring a full length adventure, & campaign guidelines. \$25.00

Horror The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind... \$35.00

Infected An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. But where are her powers coming from? Can you save her and her village? \$20.00

Legends of Earthdawn Vol 1 Offers players and GMs 30 legends told among the people of Barsaive, involving heroes, Horrors, and legendary magical treasures. This book also provides suggestions for creating adventures based on each of the legends. Statistics are included for Horrors & Magical Items. \$20.00

Parlaith: The Forgotten City Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. \$50.00

Parlaith Adventures Four grueling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes a Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos; an ancient Theran treasure; & undead. \$20.00

Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. \$20.00

Sky Point and Vivane The city of Vivane is the Theran Empire's last foothold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the centre of Theran Military power in Barsaive. Boxed set. Due Sep. \$50.00

Sky Point Adventures From a search for stolen jewels belonging to a Theran Noble house, to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. Due Oct. \$20.00

Terror in the Skies The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. \$20.00

The Mists of Betrayal When a group of heroes are hired to deliver a payment to the Eleven Court, they learn the corruption of the Eleven Court extends into the very heart of Barsaive. \$16.50

EARTHDAWN NOVELS - \$10.00 each

1. **The Longing Ring**
Young, mute, possessed by a Horror & rejected by his village, J'role sets out to discover what remains of the world after the scourge, and finds out things are a mess. Can he be set free from the Horror inside him?

2. **Mother Speaks**
Relanna has kept her twin sons safe by her magic all their young lives - especially against their father J'role. But then the Therns have returned, & she wonders if perhaps J'role might be able to help them...

3. **Poisoned Memories**
J'role risks his life as he tries to save the life of a youngster pursued by the horrors. But they are also pursued by Mordom, who tries to imprison them on his airship - the only escape is through Death's Sea.

4. **Prophecy**
Follows the journeys of a wizard, Cymric, who takes on a seemingly simple task of helping a swordswoman uncover the secret of her past - but it's a secret that involves an encounter with a horror which lays in wait...

5. **Talisman**
A 282 page novel of short stories set in the world of Earthdawn, ranging from a village too poor to pay the price to keep out the horrors; a woman willing to risk any terror to avoid being sealed underground; a final confrontation, etc.

6. **Shroud of Madness**

Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city, where one member is trying to destroy anyone connected to her bloodline.

7. **Lost Kaer (Due Nov)**

Kaer Moar's depressed inhabitants believe the Scourge still rages outside the protective walls. When Delain discovers that the keystone responsible for warding off Horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save the kaer - but the thing lurking in the shadows won't let them go without a fight.

Elric!

DARK FANTASY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. By Chaosium.

Elric! A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. \$40.00

Atlas of the Young Kingdoms Vol 1 The Northern Continent. A new series of books providing complete details of the nations and cities of Elric's world. With extensive maps & background. Due Nov. \$38.00

Castle Of Eyes Novel A novel of dark fantasy by Penelope Love, Australian author of many scenarios for Elric and Cthulhu. \$25.00

Elric Screen 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario. \$30.00

Melnilboné The Bright Empire has ruled the world for 10,000 years, but now its people lie sunk in introspection and dreams. A sourcebook about the Dragon Isle and the Dreaming City, with 3 scenarios. \$40.00

Perils of the Young Kingdoms The power of Melnilboné wanes, as that of Pan Tang grows. The armies of many nations are restless, & turmoil erupts with devastating results. With 5 adventures. \$35.00

Rogue Mistress Tricked by a cruel sorceress, the adventures are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccaneer, and a few doom-laden NPCs, they begin to plot their vengeance. An excellent series of adventures that builds up quite a bit of momentum. \$30.00

Sea Kings of the Purple Towns The Purple Towns is the centre of trade & commerce in the Young Kingdoms. Located literally in the middle of the world, this bustling port is an ideal haven for adventurers. Includes the elemental Churches of Air, Water & Gold, and 4 adventures. \$35.00

Sorcerers of Pan Tang An extensive sourcebook on Pan Tang, a nation infamous for its cruel slavery, insatiable bloodlust, and puissant magicks. Includes notes on history, society & character-generation, with regional maps, and five adventures. 128 pages. \$35.00

The Bronze Grimoire The magical supplement includes new enchantments, powerful additions to spells, a discussion of elementals, & disturbing new demon breeds. \$26.00

The Fate of Fools Two complete adventures set in the Young Kingdoms. Resist the advance of the Lord of Ennui! \$22.00

The Unknown East Twelve thousand years ago a strange people settled an island, changed the world and changed themselves. Melnilboné and her chaos patrons warred against the Menastrial, supporters of the balance. The Menastrial fled to unknown eastern lands, where they build great kingdoms. But now Melnilboné has found them again. \$34.00

EVERWAY

FANTASY A new RPG from Wizards of the Coast, which combines fantasy art cards with traditional role playing techniques to bring us a very visual game system.

EVERWAY RPG Across infinite worlds travel the spherewalkers, heroes and villains who walk the gates that connect sphere to sphere. Each new realm they visit is different from the last. On their journeys, they encounter sprawling military empires, tribes who revolve around rituals, city states rule by goddesses, and desolate landscapes full of monsters. They may also find Everway, the city at the crossroads of all the spheres. All these various, wondrous, and dangerous lands, different as they may be, move under the direction of the Fortune Deck - 36 cards representing the fortune of the cosmos. One hundred vision cards, quest cards, and source cards inspire your imagination and depict creatures and people found in the spheres. Also has three game books. \$60.00

Spherewalker Source Cards Illustrate and describe some of the



strange people and perilous creatures that spherewalkers encounter on their journeys. Read about the conniving Basahn, undead Red Merchants, golem eggs, etc. There are 90 cards in the set, and they are available in 10 card packs. \$3.95 for each pack. If you buy the whole display of 36 packs, \$125.00 (360 cards with lots of double ups.)

Everway Fortune Deck These oversized fortune cards add extra flair to the Everway game. Due Feb/96. \$TBA

Questbook 1 Three quests for Everway. Questing for a sacred flame, rescuing the moon, or facing other challenges. Due May/96. \$TBA

Spherewalker Sourcebook Why did the dragons war against heaven? What secret weapon do the Warriors of the Silver Nail use against the undead? Find out in this companion. Free of game mechanics, this book provides a great read in its own right. Due Dec. \$TBA

Vision Cards 1: Creatures Shadowy monsters, loyal familiars, ferocious beast people, and more. A 90 card set that creates more heroes, realms, and quests. \$3.95 for each pack. If you buy the whole display of 36 packs, \$125.00 (360 cards with lots of double ups.) Due '96

G.U.R.P.S.

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson.

GURPS BASIC RULEBOOK 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. \$40.00

CthulhuPunk A new frightening roleplaying world that contains the horror of Cthulhu with the dangerous, dark world of Cyberpunk. \$35.00

Cyberpunk An accessory for playing Cyberpunk with GURPS. \$40.00

GURPS High-Tech 2nd Ed Weapons and equipment through the ages, from the ascendance of gun powder through the modern era. 128 pages. Includes rules for loading, firing, malfunctions, and special weapon and ammo characteristics. Includes personal armor, heavy weapons, explosives, communication and vehicles, medicine, and tools. \$35.00

Martial Arts Supplement with 38 styles of fighting - 112 pp. \$35.00

Mage: The Ascension 192 page book that allows players to play MAGE using the GURPS rules system. \$40.00

Supers RPG 2nd Ed. A contemporary super-hero RPG. \$35.00

Time Travel Rules for flitting around time, past, present, future. \$40.00

Vampire Allowing you to play Vampire stuff with GURPS rules. \$35.00

Werewolf Allowing you to play Werewolf with GURPS rules. \$40.00

Heavy Gear

SCI-FI A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gear card combat game. The world is heavily inspired by Japanese anime and manga.

HEAVY GEAR RPG This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, assault and artillery striders, grunts, etc. \$50.00

Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By Palladium.

HEROES UNLIMITED 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! \$40.00

Aliens Unlimited 192 pages + sourcebook packed with aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. \$40.00

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. \$40.00

Scrapers On a world totally covered with huge skyscrapers, aliens have come and placed it under siege. The superheroes have got together to try to expel the aliens, but supervillains are both aiding the aliens, and attacking both the aliens and superheroes. 192 pages, including the evil aliens in detail, assassins, bounty hunters, etc. Due Nov. \$40.00

Villains Unlimited Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. \$40.00

Hero System

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasts, and nice cover artwork. Comprehensive, but not complex. By Iron Crown Enterprises.

Hero System The first universal (generic) RPG system to be produced. This 220 page softcover book includes character generation and complete game mechanics, plus an adventuring section. \$35.00

12 - Roleplaying Games

Fantasy Hero 256 page softcover containing all necessary mechanics needed to play, including magic, monsters, heroic combat, strange races, religious cults, & a number of adventures. The publishers recommend that the Shadow World series be used as a campaign setting. \$35.00

Hero System Almanac II SAT Destroyed, Heroic Revitalised, Locked room mysteries, the most powerful Hero System weapon ever published, New vehicles, equipment & characters, new rules, etc! \$27.00

The Ultimate Martial Artist 254 pages in a comprehensive martial arts sourcebook that compares and contrasts martial styles from around the world. Features over 120 martial art styles and variants, 130 different martial art weapons, new combat rules and maneuvers, ninja secrets, etc. \$37.50

The Ultimate Mentalist 160 pages, a complete resource guide to mental powers in the Hero System and beyond. Detailed descriptions of mental powers and their uses, along with related skills, combat maneuvers, and modifiers. Hundreds of new ideas. \$27.00

HOL

HOL Human Occupied Landfill. An Adults Only roleplaying game set in a future gone wrong. By White Wolf (Black DogGame Factory)

HOL Human Occupied Landfill. An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. \$30.00

Buttery whoLesomeness Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. \$20.00

Immortal

FANTASY One in a spate of games about immortal spiritual beings who have lived throughout human history, much like the Highlander movie. By Precedence Printing.

IMMORTAL The Invisible War You were there when the Sanguinary fed the crucible, when the Sphinx was not stone but flesh, when Paris seduced Achilles before Troy, when Arthur wept, betrayed. You knew the painter Adolph who set out to "punish" the world, the sniper whose bullet claimed Kennedy's life. The age of innocence is ended, and immortal beings are awaking everywhere throughout the world, each striving to rediscover the secrets of their own fantastic past. A 288 page book full of full color photos and black and white illustrations, with heaps of background info. \$50.00

Immortal Pilot Pack includes a tri-fold Narrator's Reference Screen, 12 full-color persona record sheets, a 32 page pilot episode or adventure, called Project Looking Glass. \$30.00

Dream Stroke Millennia have passed since the world shaping power of the first tryst was imprisoned inside a hidden mantle universe. Now a ravishing immortal is compelled by dreams she cannot explain. A master stroke of revenge is about to fail, and only you stand in the way. \$30.00

Indiana Jones

ADVENTURE Now you can travel to exotic lands, challenge ancient mysteries and brave dangers beyond imagining. Plunge into a world of treacherous spies, thrilling chases, arcane artifacts and non-stop excitement with the greatest hero of all. Indy! By West End Games.

THE WORLD OF INDIANA JONES The first game in West End's new Masterbook series. This boxed set contains the 180 page Masterbook with the generic rules which can be used with any system, the 144 page World of Indiana Jones book, 2 dice and 2 decks of cards. Rules include character creation, equipment suitable to Indiana's profession, special rules such as Indiana's typical close calls, infectious diseases of the day, allies, enemies, phobia of snakes, the era, a mini adventure, the Indiana Jones timetable, technology timetable, historical timetable, character profiles, character sheet, equipment chart, and continental maps. \$45.00

The World Of Indiana Jones This is the same book, 144 pages, that comes in the game above. It is available separately for those who already own a copy of the 180 Masterbook of generic rules. \$30.00

Indiana Jones & the Golden Vampires Contains useful information for planning adventures in a new location - San Francisco. Not only is there an adventure inside that will introduce both the GM and players to this exciting city, there are three more action packed adventures. \$27.00

Indiana Jones & the Rising Sun Japan in the 1930s, a place of danger, mystery and adventure. Hidden temples house mysterious artifacts, ancient beliefs, clash with modern culture, and dark forces prepare to plunge the nation into war. Travel to this strange and exotic land and learn its many secrets. Confront the power of the military, delve into puzzles of the priest hood, and enter the twilight world of the Japanese occult. \$25.00

Raiders of the Lost Ark A hardback sourcebook of one of the best movies of all time. This book supplies gamemasters and players with invaluable information concerning the world of Indiana Jones and chronicles the sites, events, and personalities featured in the film. With background info, never before revealed historical notes, and detailed maps. Has a complete solo adventure included. \$45.00

Tomb of the Templars When the Knights Templar fled France in the 14th Century, they took their treasure with them - a treasure so powerful, deadly and evil that it was locked away from the sight of mankind. How a race has begun to find this treasure before it falls in the wrong hands. What is this treasure? Can you as Indiana solve this mystery? \$27.00

Macho Women with Guns

Spoof A sling off at other RPGs and common sense in general. By BTRC.

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and

blow the living daylight out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentence. \$20.00

Mage

DARK FANTASY Third in White Wolf's immensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. By White Wolf.

MAGE 2nd Ed A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose and mystic power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandrii wild Marauders, Implacable Technomancers and the enigmatic Umbröod oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. Nov. \$50.00

Book of Shadows The Mage players guide, including new Traditions, rites, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. \$32.00

Destiny's Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings. Due Nov. \$30.00

Digital Web Covers the vast expanse of the Virtual Reality Net, including magic ratings, formatting, combat, whitout, systems crashes, the Spy's Demise, & two ready to run tales set in the Net. \$30.00

Halls of Arcanum Eccentric scholars of the Virtual Reality Net, including magic ratings, formatting, combat, whitout, system crashes, the Spy's Demise, and two ready to run tales set in the Net. \$24.00

Mage Screen 2nd Ed The storytellers screen compiles the most important information needed to run Mage. Due Nov. \$22.00

Loom of Fate Characters find themselves woven into a pattern of tragedy and usury where free will threatens the Tapestry. \$20.00

Technocracy: New World Order The dreaded Men in black dog the steps of Tradition mages, kidnapping, interrogating, threatening, or removing any threat to the Greater Good. \$20.00

The Akashic Brotherhood Tradition Book Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, rites, and Talismans of Do, 6 character templates, for players or Storytellers. \$20.00

The Book of Madness Beyond the horizon, dark forces claw at the edge of sanity - these are the mage's deadliest foes: Nephandrii, the confusers; Masauders, Foot-Soldiers of Chaos; Demons, the Renders of Souls; Paradox Spirits; the Mage's Bane; Umbröod, the Living Mysteries; & Shade-dwellers of Earth & beyond. \$30.00

The Chantry Book Allows players to create a vibrant, fully realised Chantry for their mage characters. \$30.00

The Chaos Factor A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verberna, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. \$27.00

The Sons of Ether Tradition Book From the fringes of science and magic, the Sons of Ether carve mad wizardry and bizarre technology. By funneling their wild theories through technomagic, the Sons blast the static truths of the Technocracy into ruin. \$20.00

The Technocracy The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. \$20.00

Verberna Tradition Book Traces the origins and practices of the Verberna, their allies and enemies, and their quest for the understanding of the Self in all its forms. \$20.00

Virtual Adepts Tradition Book Detailing the cyberhacker wizards, with 6 character templates, history, factions, & paths of Virtual Adepts, slang terms, new rites, etc. \$20.00

Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. By FASA.

MECHWARRIOR 2nd Ed. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. \$30.00

1st Somerset Strikers The TV animated series has been a smash hit in the USA, and is due in Australia later this year. The series features Adam Steiner, leading a ragtag group of mercenaries called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. \$35.00

Chaos March in the Innerepshere of 3058, no place is more exciting or dangerous than the Chaos March. Every Great House and countless independent factions have stakes in this troubled region of space. Can be used with both Mechwarrior and BattleTech. \$24.00

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new 'Mechs and ComStar character archetypes. \$30.00

Hot Spots Rulebook with game information for mercenaries, especially covering contracts. Includes mission briefings for contracts. \$25.00

Intelligence Operations Handbook Before each battle, spies wage a war of subterfuge for information. This reveals the intelligence agencies of the Clans, Comstar & the Inner Sphere Houses. \$30.00

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs \$30.00

Mechwarrior Companion Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of settings and themes for making your games unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. Out now. \$30.00

Mechwarrior XL T-Shirts

| | |
|--------------|---------|
| Elemental | \$35.00 |
| Black Thorns | \$35.00 |
| Madcat | \$35.00 |
| Vulture | \$35.00 |

Mercenary's Handbook 3055 This 2nd edition sourcebook lets you create, maintain & operate a mercenary unit, covering all things from salaries to medical care. Includes detailed histories & equipment rosters of Wolf's Dragoons, Kell Hounds, Gray Death, Rhondas, & Snords. Also gives actual dollar costs (and mechforce values) on every single mech & mech variant and vehicles found in all other publications. \$35.00

Null Set A band of mercenaries gets caught in a plot to frame Comstar with a very unlikely weapon, and have to fight for their freedom, and to prove their innocence. \$18.00

Royalty & Rogues Recent raids by Periphery pirates have devastated

the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while the forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. Its up to you mercs to find and bring her back. \$20.00

Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. (Oil The premier Clan, thankyou!) \$30.00

Unbound On the gladiatorial gaming world Solaris VII the players are hired to investigate a mysterious stable called Deadly Sins, which has been fielding 'Mechs of unknown origin in the fighting arenas. \$16.00

MECHWARRIOR NOVELS - \$10.00 each

Jade Phoenix Trilogy:

1: Way of The Clans - Follows the progress of a young Jade Falcon Truebirth as he strives to become a recognised mechwarrior.

2: Blood Name - Now masquerading as a freebirth, Aidan wants to earn his Blood Name - the ultimate goal for all Clanners - but all Truebirths going for the Name have made a pact to kill him or die in the process...

3: Falcon Guard Aidan is asked to command the newly re-commissioned Falcon Guard, but he knows that he's given the assignment because the Guard is disgraced. Can he atone for their past mistakes?

Return of Kerenky Trilogy

1. Lethal Heritage

Its back! The first novel in the Blood of Kerenky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Innerepshere - the Clans! Nothing the Innerepshere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Michael Stackpole.

2. Blood Legacy (Due Oct)

The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans?

3. Lost Destiny (Due Nov)

The Innerepshere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Innerepshere's only hope lies with the very men who betrayed them - Comstar.

Miscellaneous Titles - \$10.00 each

1. Decision at Thunder Rift 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how?

2. Wolf Pack - a superb novel set in 3053, not long after Tukayyid. Jamie Wolf is aging and needs to consider a successor, but factions within the Wolf's Dragoons have other plans, and so begins a civil war that could destroy the Dragoons for ever...

3. Natural Selection - a new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them?

4. Ideal War - Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson.

5. Main Event - Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons.

6. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle?

7. Assumption of Risk By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping.

8. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech marines, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Evoks.

9. D.R.T. Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats, both First & Second Line units.

10. Close Quarters

The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin. They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs.

11. I am Jade Falcon

Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Twycross.

12. Tactics of Duty

Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, is not different - except that the mercenary Gray Death Legion is caught in the middle of it all.

Mekton Z

SCI-FI Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. By R.Talsorian Games.

MEKTON Z The complete system for real anime sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometer long star cruisers. Fast, detailed rules covering all kinds of anime action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. \$35.00

Mekton Mecha Manual Vol 1 Huge space battlewagons, giant insectoid battlesuits, resto-tech mechs. All this and more in this first in a series of Mekton supplements providing mecha and vehicle designs. Has twenty four different designs, each fully illustrated as well as having the record sheet for that mecha. \$16.00

Jovian Chronicles By Janus Publications & Dream Pod-9, this is a new universe sourcebook for Mekton II. Greatly inspired by Japanese anime, it is the first in a line of modules and sourcebooks that will take you beyond the confines of Planet Earth to discover a Solar System on the brink of war. Features stunning artwork, new mecha with all stats filled out, new technologies, tons of background info, personalities, etc. \$27.00

Europa Incident A sourcebook for *Jovian Chronicles*, also by Janus. Has a complete adventure focusing on a mystery near the moon Europa, of Jupiter. Many Jovian ships flying past the moon for the past few months have disappeared, and now there is an opportunity to investigate. But what will you find? Includes 7 new exoarmor designs. \$22.50

Mekton Z Battlebook 1 A collection of battle scenarios outlining the Kaldorian invasion of human space. Emphasis on table top battles rather than on role playing. Due Jan '96. \$24.00

Mekton Z Tactical Display All the charts and tables needed to run your Mekton games smoothly. Plus a booklet containing a cinematic combat system allowing faster play and larger battles, & new mech designs. Nov. \$20.00

Mekton Technical Manual Allows you to build any mecha from any anime ever. With custom weaponry, remote drones, AI controlled mechs, huge starships, power armor, bioweapons, teleportation, etc! \$35.00

Operation Rimfire An absolutely stunningly produced campaign for Mekton, including 16 full color pages presented in true anime style. Also has 10 detailed player characters with model sheets, 40 NPCs with visual representations, full breakdowns of all Mektons involved, 22 action-packed episodes linked together. With set drawings & locations. \$27.00

Middle Earth

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. By Iron Crown Enterprises.

THE HOBBIT ADVENTURE BOARDGAME

THE HOBBIT ADVENTURE BOARDGAME is a fast moving fun fantasy boardgame based on The Hobbit. For 2-4 players, and playable in 1-2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artifacts, and challenge your opponents with riddles. \$70.00

MIDDLE EARTH II RPG

MERP II HARDBACK 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollshaws. \$50.00

MERP II SOFTCOVER The MERP RPG in softcover. \$35.00

MERP II Accessory Pack Boxed accessory including the adventure Loons of the Long Fell with 6 developed characters, maps & floorplans; 60 standup light card figures; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. \$30.00

MERP II Campaign Guidebook & Map A 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc, an elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. \$33.00

MIDDLE EARTH SUPPLEMENTS

MERP II Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen. \$16.00

MERP II Poster Maps Contains 2 full color maps, ICE's original 24"x36" map of the entire continent of Endor; and a 22"x34" map of northwestern Middle Earth. Maps are rolled. \$30.00

Northwestern Middle Earth Map Set 15 full color maps at 1" to 46.5 miles, that can be put together to make 1 large cartographic view of northwest Endor. The maps are drawn and inked in a beautiful view style and faithfully labeled using local names, and depicting roads, bridges, fords, manors, villages, citadels, cities, woods, etc. \$27.00

MIDDLE EARTH SOURCEBOOKS

Angmar The Iron Horse, domain of the Witch King, is a cold, bleak land roamed by dark-robed Warrior Priests. These oversee the slaves, soldiery, and Orcish tribes who serve the master of Carn Dum. This is a complete revision of the old module *Empire of the Witch King*. Nov. \$40.00

Arnor This is a 410 page 1 sourcebook with 4 full color maps. The book details the lands of Arnor in Middle Earth, and has: mystical and religious orders, warcraft used by the three sister kingdoms and the mercenaries, castles, cities, and sites including the overpopulated Tharbad and the haunted Barrow-downs; the history, organization, and duties of the Rangers of the North; a series of scenarios including political intrigue. \$50.00

Creatures of Middle Earth How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wargs of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hilltrolls of Mordor. All of Tolkien's creatures, both full and pure, are listed here. 144 pages. \$32.50

Dol Guldur Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcs, traps, history, and daring rescue mission. \$40.00

Elves: Peoples of Merp First in a series covering the peoples of Middle Earth, covering all aspects of society, etc. \$35.00

Lake-Town This book presents this famous town with all its vivid bustle, craft associations, burg's corner, dhriten who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. \$40.00

Lords of Middle Earth I: The Immortals Comprehensive 112 page sourcebook detailing the Elves, Valar, Maiar and the Great Enemies. Includes history, new powers, major personalities, etc. \$20.00

Minas Tirith Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. Includes 2 full color maps, key locations, are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. \$37.50

Moria The Black Chasm lies deep within the bowels of the Misty Mountains, and my favorite chapter in TLOTR. It is a place of hidden treasures guarded by evil, vile creatures, of huge, abandoned chambers, rooms, and mines. This book includes maps, cross sections, key locations such as the hidden West-Gate, floorplans, smithies, traps, 6 adventures and 3 episodes. \$37.50

Palantir Quest With an extended series of adventures that form a huge campaign, The Palantir in Minas Tirith reveals that the lost Palantir of the North has returned to the lands of men. The adventurers must find this and return it to King Elessar. Rogues of the wilds, blizzards out of the Fordowith, and the greed of men all conspire against them. 160 pages, including heaps of source material. \$30.00

The Kin Strife Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his

throne. Criminals, Southron Spies, and servants of the Dark Lord are all embroiled in the Civil War and conflict. 240 pages. \$40.00

The Shire Come visit the Shire, where there is less noise and more green, and enjoy the hospitality of the Hobbits who dwell there. You'll also discover that adventure is not far from their borders, with the dangers of the wild all about them. Due Oct. \$50.00

Treasures of Middle Earth A 206 page source book detailing the most potent artifacts of Tolkien's world, including Anduril, the palantir, the rings, arms, armor, apparel, gear, jewelry, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, and the properties of materials. \$35.00

Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. \$30.00

Murphy's World

SCI-FI/FANTASY A humorous RPG set in a detailed world where reality has taken a vacation. By Peregrine.

MURPHY'S WORLD RPG An RPG designed to give the GM as much fun as the players, because on this world, anything which can go wrong will go wrong, and at the worst possible moment. The humor is very light hearted and in the vein of Hitchhiker's Guide to the Galaxy. This 152 page book presents a fully developed world where reality plays no part. Characters from any RPG can be slotted in successfully and with much bewilderment into this world. Includes lots of races and cultures, a ridiculous magic system, lots of nifty tables to help generate silly places, things, creatures, and people. Also includes a whacky adventure. \$40.00

Mutant Chronicles

SCI-FI An extremely dark role playing game set in our not too distant future. Very similar to Warhammer 40,000 in presentation. See the figures in the Miniatures Section. By Heartbreaker Hobbies.

MUTANT CHRONICLES RPG A 208 page book containing heaps of superb illustrations, including many color plates - all of equal quality to Games Workshop. Mankind free itself from the hell they had created on Earth, but the weak and poor fall victim to the Corporations, who now rule the solar system. Driven by greed, the Corporations explored the tenth planet in our solar system, Nero, and awoke there the sleeping beast - the Dark Legion. The Dark Legion has unleashed a never ending torrent of its servants and undead, and the Doomtroopers were formed to fight them from the ranks of the Corporate armies. The rules includes heaps of background, story info, equipment, and game info. \$45.00

Bauhaus: Power of Heritage Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. \$27.00

Capitol: Pride & Profit The first and mightiest among the great megacorporations, whose home is on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. \$27.00

The Brotherhood An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also twenty new spells, seventeen new backgrounds, new skills, etc. \$27.00

Imperial The first three Megacops were Capitol, Bauhaus, and Capitol. But a forth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacops at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbans, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. \$27.00

Freelancers Handbook & GM Screen With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy 4 panel GM screen, with all charts, weapons stats, etc. \$16.50

Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the Highlander concept, and inspired by Hindu and Buddhist philosophies. Translated and published by Chaosium.

NEPHILIM RPG The Nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These Nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232 + pages. \$44.00

Chronicle of the Awakenings Several new resources for the player and GM. Sixteen new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, new Simulera, 4 new metamorphosis, etc. \$34.00

Nephilim GM Veil A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. \$30.00

Nephilim Character Dossiers Character record sheets. \$18.00

Secret Societies Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These inviolable empires rise and fall. \$34.00

Night's Edge

SF/HORROR A supplement for Cyberpunk, adding Vampires and Werewolves to the world of cybernetics. By Janus Publications.

NIGHT'S EDGE The night is a wonderful place. You can live in it forever (and some do) without being noticed if you don't want to. Those who live in the night better have the Edge, the Night's Edge, for there is a

special kind of 'people' who live there. You might call them leeches, vampires, or monsters, and they might call you cattle, meat, or lunch. This is an alternate reality sourcebook for use with Cyberpunk 2020 RPG (You must own it to use this book). This book brings techno-horror to the world of Cyberpunk, adding vampires, werewolves, etc. \$27.00

Bloodlust Vampirism is more than just a blood disease. It will change your life forever. At first you might feel the power, then little by little, it will drive you to do things you might have never thought possible. \$25.00

Crashpott A gang, the Oquons, are somehow causing people to spontaneously combust - it happens in public, there is no warning, and nothing is left of the corpses. You have to stop this mayhem. \$25.00

Dark Metropolis A city-life sourcebook for life in the Alternate Reality Universe of 2020. It offers a close examination of the major institutions of the City, including additions to the Life Path and equipment malfunction rules. \$30.00

Grimm's Cybertales Nowhere is safe anymore, not that it ever was. This supplement forces you to see and acknowledge the darkness hanging over the city; while the corporations loom over it, it just steals your soul. There's no devils walking the streets, just things - faceless, nameless, they are in the Net, on the street, in your dreams. \$30.00

Home Front An adventure which starts with a case of domestic violence. A boy and his mother are beaten regularly by their father, until someone offer the boy power. Now his father is dead, and so too now are a trail of wife-beaters and child molesters, and the police can't stop him. \$22.00

King of the Concrete Jungle One man's hunger for power; a city in turmoil. One woman's mistake, an old man's sorrow. Unwilly knights in chromed armor, a boy's life. And the stage is set to find out who will become King of the Concrete Jungle. \$18.00

Necrology N1 Of Life, Death, & Afterwards The year is 2020, flatlining is the new cure, and now you can experience life after death. For a simple fee, you can be there. Isn't that wonderful? A 32 page adventure. \$16.00

Necrology N2 And Now I Lay Me Down Something is stalking the streets of Night City. While some of the city sleeps, this thing is killing without rhyme or reason. The police are baffled. Although some clues are left behind, they point to no one who is...alive. 32 page adv. \$16.00

Necrology N3 Immortality A spider draws its victims in its net. A Transformation, but at what cost? A step into a new world, where the Edge is something different. A conclusion, or a new beginning? 32 page adventure. \$16.00

Playground A virtual reality world, the Playground, is set up in the Net. But five people who entered the Playground have been murdered, and no one knows why. Your task is to find out why and how. \$22.00

Premature Burial Your assignment takes you to a apartment to pick up some goods for transport. In the apartment you find a freezer full of stiffs. But things become rather bizarre and scary when one stiff moves and asks you to help him. \$27.00

Remember Me I saw the shrink today, he was a real nice guy, offered me coffee, told me I'd be ok. But he asked me that one question. I hate him for asking it. Why did he have to ask that question? I can't answer it. But why? Why did he have to ask it? He just looked me in the eye and said, "Who are you?" 80 + page adventure. \$27.00

Sub Attica Sub Attica is a sourcebook loaded with info about the dreaded Sub-Attica underwater detention center, with complete layout and full NPCs stats. It also contains 8 mini adventures designed to make the players' lives miserable. \$30.00

Survival of the Fittest An intricate adventure for up to six players in the shadow of Night's Edge. Become children of the night struggling against an implacable enemy set upon your utter destruction. Wage a desperate battle against Arasaka, Sun Knights, and kin alike. \$16.00

Nightspawn

Horror Yet another "I woke up one day and I was no longer human!" game. By Palladium.

NIGHTSPAWN RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightspawns - have become the defenders of the world. Feared and despised by most normal humans, the Nightspawns struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightspawns grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers and young adults who now have to deal with the fact that they are physically impulsive and own many superpowers. They also must face the Nightlords. \$40.00

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium.

THE PALLADIUM RPG 274 page rulebook containing 20 character classes, lists of equipment and character skills, various psionics, 290 different spells, a campaign world setting, and a bestiary. \$45.00

Book II: Old Ones Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes. \$35.00

Book III: Adventure on the High Seas 208 pages featuring new skills, 8 character classes, character sheets, magic items, creatures, Faerie foods, herbs, ships, islands, and adventures. \$35.00

Monsters & Animals Details 89 monsters and 192 animals, with world guide. 166 pages. \$35.00

Further Adventures in the Northern Wilderness 4 adventures. 48 pages. \$16.00

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! \$30.00

The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. \$40.00

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, and selected heavy weapons. \$40.00

Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezcac shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. \$32.00

Paranoia

SCI-FI A Darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucrats, secret societies, mutants, psychotic robots and much more! By West End Games.

Paranoia RPG 5th Ed A RPG set in a darkly humorous future. A well meaning but deranged computer desperately protects the citizens of an underground warren. You play one of the computer elite agents. Your job is to search out and destroy the enemies of the computer. Your worst fear is that the computer will discover that you are one of these enemies. A light hearted game of terror, death, bureaucracies, mad scientists, mutants, dangerous weapons, and insane robots, which encourages players to lie to, cheat, and backstab each other at every turn. Is that fun? Trust us. \$40.00

Bot Abuser's Manual Details those annoying mechanical monstrosities that haunt the back terminals and corridors of Alpha Complex. Includes 'Bots as player characters! Due? \$35.00

Death, Lies and Videotape With the Computer fritzed, all of the Secret Societies become entangled in a war for supremacy, while the Characters get the blame for killing their buxom saviour. \$16.50

Paramilitary Sourcebook The staff sold all the copies of this book before I could nab one to write it up. So next time! \$25.00

ParaNormal Actually two books in one. One half appears to be following an invasion of Paranoia by Vampires etc, and the other half is a flip book, including an animated flip drawing in the corners, and a mini-adventure, though what it's about I cannot tell! \$28.00

R&D Catalogue Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose of being is to self-destruct and maim everyone whenever they are used. \$25.00

Vapours Don't Shoot Back It's competitive games time, & the high programmer has chosen you to represent him. But don't mention the games to the Computer, as it's illegal, & might get the High Programmer in trouble. Those who get him in trouble tend to end up as vat liquid- the High Programmer is not a nice person. \$11.00

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chaosium.

PENDRAGON 4th Ed. A dynamic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. \$55.00

Beyond the Wall: Pictland & the North The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilized Britain. Beyond it lies Caledonia, a bleak and harsh land where civilization and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they only unify to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. \$38.00

Blood & Lust Provides campaign material for the Dukedom of Angeland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. \$40.00

The Spectre King Covers the Age of Adventure, the high point of Arthur's reign where few empty seats remain at the Round Table, a few enemy kings challenge Arthur's right to rule. 6 adventures. \$35.00

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. \$38.00

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Umbria and the Perilous Forest. With 2 maps, including Hadrian's Wall \$40.00

Savage Mountains 4 adventures, Dolorous Wyrm, The Best Wine in the World, The Cambrian War & The Paulat Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. \$40.00

Prime Directive

SCI-FI For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! By Task Force Games.

PRIME DIRECTIVE A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kintins, Hydrans, etc. each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. \$40.00

Graduation Exercise Screen & Mini-Module with a 32 pp adventure which simulates the final exam NeoPrimes undertake as they prepare to graduate from Prime Central. They bump into Cygnans and Romulans. \$16.00

The Federation 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psionics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. \$30.00

Prime Adventures #1 With a Klingon sourcebook detailing Klingon warrior philosophies and 2 stories; source info on Gorns and Lyrans; Primes competing with Klingons to hunt down a renegade spy in the Neutral Zone; new weapons & equipment, etc. \$30.00

Uprising An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibious world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prellarians, a new race for Prime Directive. \$16.00

Project A-Ko

COMEDY SF A RPG based on the very popular Japanese anime movies, which is basically a send up of all other cartoons set in the super hero genre. By Janus Publications.

PROJECT A-KO RPG I saw the first A-Ko movie quite a few years ago,

and I still have fond memories of the experience. A-Ko (or "A" kid in English) is the daughter to America's two most famous superheroes, and her days in school are fraught with comedy, weird and wacky school yard romances, and endless conflicts with B-Ko ("B" kid), aliens, robots, and anyone else who wants to join in. This game is a very faithful recreation of the movies. For starters, no character can ever die - they just get plastered or whacked or tossed sky high. The game revolves around sending up any or all other mecha-based or anime movies or series. A good laugh. Also includes 36 full color cards for using as a combat game either with the RPG or separately. \$40.00

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. By Palladium.

RIFTS A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, biology, etc. \$55.00

RIFTS Sourcebook More campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, and an adventure. 120 pages. \$30.00

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids, etc. \$30.00

RIFTS Sourcebook 3 - Mindwerks 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millenium Tree, monsters, an epic adventure, etc. \$24.00

RIFTS Mercenaries A 160 page sourcebook on mercenaries for RIFTS. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimensional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. \$32.00

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: TMNT, Robotech, Heroes Unlimited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, and a wealth of monsters. 224 pages. \$45.00

RIFTS Conversion Book #2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons, etc. \$40.00

RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphoworms, entrancers, new racial character classes, Hospitaliers, etc. 164 pages. \$32.00

RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, powerarmor, & weapons, phase technology with new ships, weapons, cyborgs, etc. 200 + pages. \$40.00

RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat rules; the intruders with their solid energy spaceships and bodyarmor, etc. 112 pages. \$24.00

RIFTS Manhunter Produced under licence by Myrmidon Press, this 200+ page book lives up the high quality of RIFTS Artwork and background material. The Manhunters are murderous robots who now threaten the entire galaxy, they seek to enslave all humans because they see humankind as a terrible plague sweeping the cosmos. \$40.00

RIFTS Undersea Marines, Ocean Wizards, Sea Druid, Sea Inquisitor, teh Salvage Expert, the Whale Singer, Sea Titan, Amphib, Dolphins, Horumes, Pirates, Mutants, etc: 40 ocean magic spells, 20 whale songs, dolphin magic, underwater bionics, power armor & weapons, subs, ships, the Lord of the Deep, Gene-Splicer creations, etc. \$40.00

World Book 1: Vampire Kingdoms Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. \$30.00

World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splugorth, who rule a magical realm of supernatural, and other-dimensional creatures. More details later. \$37.50

World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Formorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. \$30.00

World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. \$30.00

World Book 5: Triax & The NGR 224pp on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new borgs, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargoyles empire and other villains, an adventure, etc. \$40.00

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Robotech

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. By Palladium.

ROBOTECH Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. \$30.00

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. \$20.00

REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters and Zentraedi. \$37.50

Robotech New World Order Looks at the personalities, powers and plots of the African Sector, and plunges the characters into a world of violence, scheming and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find them themselves pitting their own RDF mechs against industrial machines piloted by traitors... \$24.00

Southern Cross Material from the TV animation series. Features

character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. \$30.00

StrikeForce Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechnology and prototechnology. It also features heaps of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manaus (a Zentraedi stronghold) and Indochina. \$24.00

The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules. \$30.00

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs. \$40.00

The Zentraedi Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. \$20.00

Zentraedi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. \$20.00

MACROSS II This RPG is the sequel to the Macross Movie, made by the Japanese. It is therefore indirectly related to and a sequel to the first part of the three-part Robotech series, that being an Americanisation of the Japanese Macross series. In this sequel, it is eighty years later and the creators of the Zentraedi, the Marduk, are back - invading Earth. Features Marduk mecha and war machines, transformable Valkyrie fighters, heaps of artwork, an epic adventure, characters, etc. \$24.00

Macross II Sourcebook One Details Earth's military, the UN Space, new ground mecha, the Metal Siren transformational Valkyrie, VF-XX spaceships and weapons, & heaps of great art. 64 pages. \$20.00

Macross II Spaceships & Deck Plans Vol One 64 pages of floor plans for the Emperor's giant Marduk Flagship, Battleship, Shuttle, & giant base, the Macross Cannon & Escort Carrier, Zentrion Destroyer, Command, & Scout Ship. A short adventure and ideas, and ship to ship combat rules. Heaps of stunning new artwork. \$20.00

Macross II Spaceships & Deck Plans Vol Two 64 more pages of deck plans: floor plans for U.N. Space's Commandship, battleship & corvette, Zentrion's Flagship and Carrier, Marduk Dreadnought, Destroyer, & Frigate, combat data, short adventure, & heaps of artwork. \$20.00

Macross II Spaceships & Deck Plans Vol Three Floor plans for the Macross Interdimensional Space Fortress, the Moon Base and Armed Platform, UN Space Headquarters, Culture Park, a short adventure, heaps of artwork, and a size chart and combat data. \$20.00

Rolemaster

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. The new version of Rolemaster, about to be released, is coming in four parts. See SHADOW WORLD for campaign material. By Iron Crown Enterprises.

Arabian Nights A sourcebook with everything you need to know about running adventures in the lands of mythical Arabia, with: guidelines for creating and running an Arabic style campaign, detailed descriptions of Arabian fantasy settings, creating characters that fit into the genre, historical notes and references, three complete adventures, NPCs, monsters, magical items, etc. \$27.00

Arms Law Part One of the New Edition of Rolemaster. Details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older version of Rolemaster. Most of the material is the same as before, though here it is reformatted for easier use and has some new critical and attack tables. 144 pp. \$28.00

At Rapiers Point A sourcebook for the Renaissance. \$30.00

Creatures & Monsters A monstrous book with 320 pages with hundreds of animals, monsters, and races. Many are from myth, others from fantasy fiction, and many original. Monsters that fly, swim, and terrorize the land, as well as those who are friendly and aggressive. Dragons, Fell Beasts, Elementals, Constructs, Shapechangers... \$50.00

Gamemaster Law How to determine the best types of games for you to run as GM. How to design interesting and intriguing stories, NPCs, & backgrounds. How to build believable backdrops for your stories, and how to keep it evolving through the campaign; designing, playing and running tournament RPG, guidelines for commerce, disease, etc. \$35.00

Rolemaster Player Guide A general overview of the Rolemaster system - everything a beginning player needs to know. Eleven fully developed characters; attack tables for the player to use; spell lists, spell attack tables, etc.; the General Status Maneuver Table, etc. \$18.00

Rolemaster Standard Rules A detail FRP system that adds realism and depth to your campaign without losing playability. This book is the cornerstone of the system and provides all the rules and guidelines needed to play this game. With a wide range of character creation choices, material for unique character backgrounds, skill development system; complete, consolidated guidelines for resolving actions, and action sequencing based on how fast a character attempts to perform an action. Eg. quick with a penalty, normal, or deliberate with bonus. \$55.00

Rolemaster GM Screen Two screens, with 3 faces each, also including a 48 page book with all of the encounter tables from Creatures and Monsters as well as a listing of all creatures. \$20.00

Sea Law A complete detailed tactical ship combat system from 2000 BC to 1800 AD, with guidelines for strategic naval activity and ship construction, heaps of material for running naval campaigns, stats for over a hundred historical and fantasy ships, for monsters, four large hex sheets, counters of ships etc, and lots of tables. 160 pages. \$35.00

Spell Law A highly acclaimed magic system that improves any game! Now revised, reformatted, and reorganised, this is a mighty tome that adds realism and depth to your campaign without sacrificing playability. With over 2000 spells descriptions on 183 spell lists based on three realms of power and 18 professions. Critical strike tables for heat, cold, impact, electricity, large and superlarge creatures, etc. Can be used with any system. \$35.00

Runequest

FANTASY A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended! By Avalon Hill.

RUNEQUEST DELUXE BOOK The complete deluxe Runequest made available in a 280 page book. Includes the Players Book, withworld details, character creation, combat & skills; a Magic Book, with the 4 types of magic; a GM Book, with scenario aids, ships & sailing, the money tree, civilization; the Creatures Book, which includes descriptions and stats; Golorantha Book, with Mythos & history, magic & religion, Cult of Enalda, & a run down on the races of Golorantha. \$50.00

Dorastor Join a Lunar expedition into the poisoned heartland of Chaos. Includes revised & updated cults, plus secrets & mysteries from the old Cult of Terrors. Designed by Sandy Petersen Ken Raiston. \$40.00

Glorantha - Crucible of the Hero Wars A guide to a unique campaign world. Contains a Glorantha Book (40 pgs), a Genertela Book (100 pages), a Player's Book (36 pages) and a map. \$45.00

Gods of Glorantha Details the huge campaign Pantheon, rich in texture and full of character. Features 60 cults and religions, covering virtually every facet of Glorantha life. \$40.00

King of Sartar Historical fiction - six Gloranthan scholars reveal their perspectives on the facts, history and secrets of Prince Argrath's heroic

struggles against the invading Lunar Empire. 300 pp, by Greg Stafford, published by Chaosium. Gloranthan mysteries are revealed! \$30.00

Lords of Terror Complete cult descriptions of seven chaotic cults, Primal Chaos, Malia, Bagoth, Thed, Kjalik, Pochango, and Karast. There are several scenarios schemes for adapting popular major NPCs to your campaigns. 90 pages. \$32.00

River of Cradles A concise introduction to the history, geography, cultures and perils of the lands of eastern Prax under the Lunar occupation. Uses elements from the old classics - Pavis, Borderlands, Big Rubble, and Cults of Prax. \$30.00

Shadows on the Borderlands Labyrinthine caverns honeycomb the cliffs along the Valley of Cradles, and in such darkness the seed of corruption breeds. With three adventures. \$40.00

Strangers in Prax Explores the role of outlanders in Praxian campaigns - the dreaded Lunar Coders, agents of the Red Emperor, a Western sorcerer and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Sandy Petersen & Greg Stafford. \$30.00

Sun County Describes the land of the Sun Dome in Prax, an enclave of staunchly independent farmers. Features 4 scenarios, with historical notes, their culture, major personalities, expansions on the Yelmatic cult, encounters, and much more. By an Australian author. 128 pages. Good quality production too! \$40.00

Wyrms' Footprints Collection of Gloranthan legends, including gods and goddesses, walktaps cookery, Starbrow's Rebellion, Satar High Council with all the important personalities of the rebellion, Temple of the Wooden Sword, and full stats on Jar-Eel the Razoress, etc. \$32.00

ShadowRun

SCIENCE-SORCERY Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities. By FASA.

SHADOWRUN 2nd Edition 296 page book that contains a history to 2050AD, character development, skills, magic, firearms, the computer matrix, cyber mechanics, a bestiary, a Seattle guide, equipment lists, NPC contacts. Features new artwork, revised mechanics, and tons of color plates. \$30.00

A Killing Glare The players are caught up in Urban Brawl, pro sports, but a darkened past is brought up which could ruin all. \$15.00

Awakenings New magic in 2055. Offers new perspectives on magic in the Sixth World: magical disciplines, new archetypes, and further explores the more advanced ways of using magical powers, such as metamagic. Due Jan'96. \$30.00

Aztlán Eternal and mysterious, the nation of Aztlán is one of the great enigmas of the Shadowrun universe. This sourcebook gives players a first time look inside that secretive country and the sinister megacorporation that dominates it - Aztechnology. \$35.00

Bottled Demon Sinister organisations seek a mysterious artifact covered with runes. \$15.00

Bug City It is the aftermath of the final, desperate bid of the insect spirit dominated Universal Brotherhood. Most of the city of Chicago has been overrun by the insect spirits' minions, forcing the federal government to seal off the city. But there are still people inside. \$35.00

Celtic Doublecross Elves & politics give even hardened street samurai the shakes - but put together Irish elves and American politics and you've got nothing but trouble. \$16.00

Corporate Security Handbook This primer for corporate security personnel contains loads of effective strategies and good advice for protecting a corporation's favoured assets, be they people, places, or things. Includes new gear, etc. \$35.00

Corporate Shadowfiles Sourcebook that includes extensive explanations of megacorporations and their economics, including histories, assets, personnel, private armies, etc. Detailed profiles of the Big Eight megacorporations & new game rules for rating them. \$35.00

Cybertechnology Chock-full of new cyberware, accessories, enhancements, and optional and expanded rules destined to leave the hardest samurai feeling like he's lost in a toy store. From cybernetic triggers to cyborg replacement parts, it's all here. \$30.00

Darkangel The last recordings of a cult-figure street musician is grabbed by a major record company - but how? \$18.00

Denver Denver is a boxed campaign set. It contains a players guidebook full of public and shadow information about the city and its surroundings, and a gamemaster's sourcebook that describes the locations, local folks, secrets, and surprises of the Treaty City as well as offering rules and suggestions for making Denver as dangerous as it gets. Includes a poster size color map of the Front Range Free Zone and a pair of security travel passes for two to the city's 6 sectors. \$50.00

Divided Assets To the corporations, everything's an asset to be charted, inventoried, and maintained. Everything is accounted for, even people. But what happens when an 8 year old boy becomes the pawn in a messy extraction? For the *Denver Boxed Set*. Due Feb. \$20.00

D.M.Z. - Downtown Militarised Zone A boardgame of urban conflict between mages, street samurai, mercs, bikers, Orks, etc. This system may be employed as a quicker-playing substitute for the Shadowrun combat mechanics. With 9 interior and street mapsheets, plus 203 counters. \$70.00

Double Exposure Project Hope is an organisation working to rebuild the Barrens by employing the homeless and the destitute. This could make a real difference to poverty & despair in Seattle. But is all as it seems? No! The Universal Brotherhood are involved. \$20.00

Dreamchipper Missing experimental pleasure chips are linked to a series of brutal slayings... \$15.00

Eye Witness This adventure takes a team of ShadowRunners on a quest for justice across Seattle, into the Boardroom of a corrupt Corporation, the darkest corners of the Sprawl's slums, and the noxious depths of Seattle's Underworld. \$20.00

Fields of Fire The streets are a violent place, as dangerous as any battlefield. This is the mercenary sourcebook for ShadowRun, including how to act like a professional merc, pages of new weapons, support gear, and optional combat-rules, clarifications, and expansions. 112 pages. \$30.00

Germany Sourcebook Details society, politics and economics of Berlin, Frankfurt, Rhine-Ruhr Megaplex, etc. Written by real Germans & includes German equipment, gear, local cops, etc. \$35.00

Grimoire 2nd Ed. A 140 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shamans. Includes game improvements. \$30.00

GM's Screen 2nd Ed. Includes a collection of archetypes and street contracts. \$25.00

Harlequin's Back One of ShadowRuns most popular and enigmatic characters returns in 6 interconnected adventures that take players beyond their worst fantasies & wildest nightmares. \$30.00

Lone Star "You want to call the cops, chummer? We are the cops!" To serve & protect? Get real - go-gangsters, chipmunks, muscleboys - the first lesson any cop learns is to frag them before they frag you. *Lone Star*, the world's biggest street gang. Contains the ins and outs of these corporate cops, with organisation, procedures, personnel, history, & assets. 136 pages. \$35.00

Neo-Anarchist's Guide to Real Life Reminds me of something an ex-girlfriend kept telling me ("Get a real life!"), and as I sit before my Mac at 2.00 in the morning typing this crap, I can understand why! This book details everything from mass transit, to security systems and coffin motels. \$30.00

Paradise Lost A run in Hawaii, paradise of sun and surf, should be the answer to every shadowrunners dream. But when runners need to track down a piece of valuable, stolen tech in the island kingdom, they find that cheerful Hawaii hides dark intrigues & darker dangers. Includes source material on Hawaii. \$20.00

Paranormal Animals of Europe You've seen the animals of USA,

now find out what the Europeans are afraid of.

Prime Runners A book of fixers, deckers, assassins, mage, and others who populate the world of shadows, with full game statistics, descriptions and motivations for scores of non-player characters. \$30.00

Seattle Sourcebook A city where Megacops control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. 178 pages. \$30.00

Shadowbeat Sourcebook for the multi-media entertainment industry, includes new character Archetypes, non-player Contacts, player information-gathering techniques, and relevant rules. \$30.00

Shadowtech Details the latest and sharpest in personal-enhancement technology - from adrenaline-boosting bioare, to headware cyberdecks, and sensory enhancements. \$30.00

ShadowRun XL T-Shirts \$35.00
ShadowRun Logo \$35.00
Harlequin \$35.00

Sprawl Maps Full color 11 x 17" maps including a night club, back alley, monorail station, apartments, etc. \$35.00

Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. Slightly revised edition. \$25.00

Tir Na nOg The former nation of Ireland, the land of Youth. It is now revealed - but who are it's masters? And what does its emergence hold for the world of 2054? 168 pages, color plates & several maps. \$35.00

Tir Tairngire Reveals the Elven Nation for the first time, in all its glory and danger. Details history, society, politics, and the mystery of the Tir. Has 152 pages and includes maps & heaps of illustrations. \$35.00

Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some 'runners to bring them back ASAP. \$16.00

Virtual Reality 2.0 Revises the matrix system with a complete overhaul of the rules, providing a faster playing version of decking and the matrix, updating ShadowRun technology, and offering new equipment and equipment rules. Rules for playing otaku characters & AI. Nov. \$35.00

SHADOWRUN NOVELS - \$10.00 each

The Secrets of Power Trilogy

1: Never Deal with a Dragon 2: Find Your Own Truth

3: Choose Your Enemies carefully

Miscellaneous Titles - \$10.00 each

1: 2XS 2: Changeling 3: Never Trust an Elf 4: Streets of Blood

5: Night's Pawn 6: Stryper Assassin 7: ShadowPlay

8. Lone Wolf

Rich Larson is working under cover for Lone Star in Seattle, reporting to them on changes in the balance of power in the gangs, so that they can react to it and prevent gang warfare from breaking out. But suddenly the balance shifts in a big way, & Larson finds himself on the wrong side...

9. Fade to Black

Runners must free a man stuck in slave-like conditions from the harrowing landscape of Newark, which is overcome with poverty, violence, brutality, & gang lords. But it becomes rather difficult to keep their honor.

10. Nosferatu

Serin is a rootless mage and part time shadowrunner, but he feels evil, eleven eyes watching him everywhere he goes. Eventually, he learns of his enemy's plans - which are to wipe out humanity. Who is his enemy? He has been plotting this downfall for three hundred years...

11. Burning Bright

Dan Truman, CEO of media giant Truman Technologies, doesn't care what it costs to get back his missing son. He hires the best to find his heir, even though their motives are suspect. But will money and experience be enough to defeat the terrible power growing beneath Chicago?

12. Who Hunts the Hunter

Four deadly killers cross paths - the weretiger Striper, the shaman Bandit, and from Newark come Newark and Monk. But who is the predator and who is the prey? Before they are done a killer will learn the meaning of mercy, and one who honored life will discover the necessity of ruthless destruction.

13. House of the Sun

To some the kingdom of Hawaii is a tropical playground, but it has a dark, dangerous underside. Its this underside Dirk Montgomery, Lone Star cop turned ShadowRunner, must navigate as he tries to stay one step ahead of the factions competing for control of the Islands.

14. Worlds Without End (Due Sep)

Immortal elves Aina and Harlequin are convinced that horrors from the Fourth World are about to make an appearance in the Sixth. Then Aina's nemesis arrives, portending the coming evil - an evil that does not bend before megacops, shamans, dragons, or advanced technology. Aina and Harlequin might have the power to stop it - if they can unit their fellow elves.

15. Just Compensation (Due Dec)

Andy's a shadowrunner wannabe until he accidentally participates in a real run, ending his safe life until that point. And his half brother gets in trouble for refusing to gun down a civilian army. The two then discover a conspiracy to take down the government. But can they save it?

Skyrealms of Jorune

SCIENCE-FANTASY 150 years from today the Earth is destroyed, and many inhabitants go to the world of Jorune. Wars follow that lead to a technological breakdown. The game is set 3500 years later, while humans & many other races slowly rediscover what was lost. By Chessex.

SKYREALMS OF JORUNE 216 page softcover book containing heaps of excellent drawings & sketches. The world's tragic history of conflict is portrayed, and all of the various intelligent creatures and peoples are covered in detail. Also covers various animals, combat, technologies and items, mini-campaign, & guide to Jorune. \$45.00

The Sholari Pack Resource pack that includes the 80 page Sholari's Companion, with glossary, character generation, occupation simplification, weapons listings, creature information, calendar, world timeline, etc.; a 32 page module set on a Jaspian crystal schooner; and a GM Screen. \$30.00

Gire of Sillipus Players are drawn into a web of intrigue and trouble as they deal with the fierce ramian pirates known as the Gire. \$24.00

SLA Industries

SCI-FI An extremely dark game that focuses on a distant future where science & technology are accompanied by awesome powers that come from the White. This game is carving out a large slice of the market for itself. By Nightfall Games.

SLA INDUSTRIES A 300 page book, rich in background and artwork. It focuses upon the mysterious SLA INDUSTRIES megacorp, which rules all the inhabited worlds in an iron grip. It began with the man Slayer appearing suddenly 900 years ago, accompanied by his immortal Kinleed bodyguards, who were lead by Intruder. Wars raged uncontrollably, with Slayer hiring out bioengineered warriors to all players - to then use them to exterminate nearly all other life forms. The only races to survive were the humans; Frothers who live a wild life of chemical madness; Ebons, who flow in the power of the Ebb; Brain Wasters, anti-social users of the Ebb; Stormers, the bioengineered warriors; Shaktars, a proud &

honorable race of warriors; & the Wraith Raiders, use to physical hardships. Ebons who enter the white & return, come back as Necanthrops. \$45.00

Karma A156 page sourcebook for SLA INDUSTRIES, with 122 pages purely of background material, the rest being game material. Unveals the secrets of Karma's products, technology to achieve Life After Death and manipulates, advance and configure the anatomy, to create two new Stormer types, the Xeno and Chagin. Also details the heart of Stormer products, the planet Artery, and the introduction of a controversial squad that binds the two rivals Dark Lament and Karma Media Darlings. Profusely illustrated the whole way through. \$45.00

Mort Campaign Book Scenarios which lead into a full campaign with information on Soft Companies, new SLA NPC rivals, GM info, details of geography of various places of interest. Due Dec?? \$30.00

SLA GM's Pack A four panel screen with all relevant game info, copies of forms - Contract of Employment, Extermination Warrant, Medical Exemption Certificate, Sponsorship Contract, Search and Seizure Warrant, and Damage Release Form. Also a Quick Character Generation booklet, errata. \$24.00

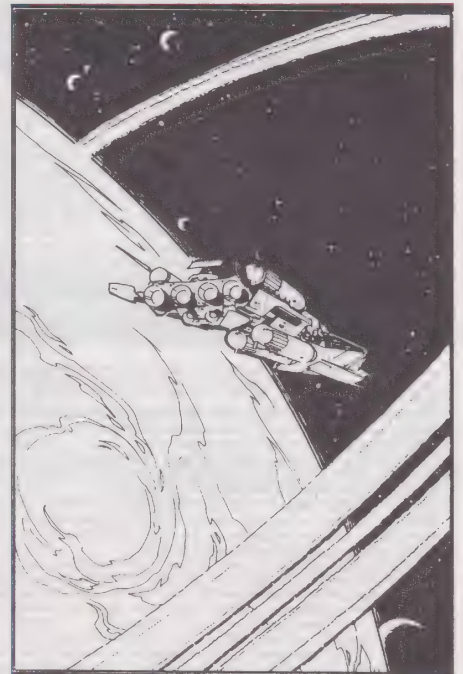
Star Wars

SCI-FI The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners. By West End Games.

STAR WARS 2nd Ed. Completely revised 176 page hardback book, features a conversion system for first edition characters, many new skills, special abilities for aliens, new rules covering movement, chasing and combat, 16 pages of colour, and excellent new artwork. \$45.00

Alliance Intelligence Reports Heroes are only as good as the villains they fight. This collection of villains details some of the Alliance's most dangerous foes, providing a perfect selection of enemies for any Rebel team. Each entry has background information and game statistics, including numerous new droids, vehicles, and aliens. \$27.00

Classic Adventures Presents two Star Wars 1st Ed adventures, The Politics of Contraband and The Abduction of Crying Dawn Singer. The first is a story revolving around the life of a smuggler; the second story is about a famous singer being kidnapped. \$28.00



Classic Adventures # 2 Includes Graveyard of Alderaan and Domain of Evil, revised and updated for 2nd Ed. Due Nov. \$27.00

Classic Campaigns This book presents two Star Wars First Ed campaigns, completely updated to 2nd Ed. There are two campaigns, taken from the Campaign Pack and Gamesmaster Kit. The 1st features the adventures of a group of rebels on a modified space yacht. The 2nd chronicles the efforts of rebels to stop construction of an Imperial resupply base in the Trax sector. \$25.00

Cracken's Rebel Field Guide Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus improvised equipment. Very well illustrated. \$22.50

Cracken's Rebel Operatives A collection of saboteurs, operatives, spies, contacts, and informants who work with or for the Rebel Alliance in its valiant struggle against the evil Galactic Empire. Provides detailed info on some of these more famous individuals. \$25.00

Creatures of the Galaxy Over 60 new creatures, each entry including an illustration, as well as complete information on the animal's habitat, behaviour and special abilities. Get your first glimpse to the lethal vapor swamp demon, and the terrifying creatures called miner's horrors. \$25.00

Dark Empire Sourcebook A 128 page hardback sourcebook based on the smash-hit comic series following on from the end of Return of the Jedi. Includes 16 full color plates, heaps of illustrations, new ships, new NPCs and PCs, new equipment & vehicles, planets, and history of the comic. The New Republic rules 3/4 of the galaxy, & a savage war against Grand Admiral Thrawn almost defeats them. But then the Imperial factions, ruling 1/4 of the galaxy, start to fight each other for supremacy, and Luke Skywalker succumbs to the dark side - only to find that the Emperor is back - and with a sinister plan to conquer all. \$45.00

Dark Force Rising A 144 page hardback sourcebook based on the novel written by Timothy Zahn, with game stats, characters, aliens, vehicles, droids, planets, & starships. \$30.00

Death in the Undercity The Quarren Mining facilities are a vital resource to the Rebellion, but this sprawling industrial installation has become the target for Imperial sabotage teams. \$16.50

Deathstar Technical Companion Details daily operations, personnel, defences, auxiliary vessels, power plant, etc. With deck plans & maps for hangars, surface trenches, etc. 96 pages. \$25.00

Flashpoint Brak Sector A flashpoint is any situation or area with the potential for a sudden outbreak of conflict. Brak Sector is an area of space that serves as a staging area for Imperial Navy missions into the Outer Rim Territories. Rebel Forces have made substantial gains in this former mining sector. The Imperial objective is to destroy the Rebels. \$25.00

Galadnium's Fantastic Technologies From an Abyssan grafting patch to the Verpine Scatter Gun, this catalog contains essential

adventuring gear for rough and tumble encounters. With sections detailing weapons, micro-electronics, survival gear, droids and medical supplies, Galladinium's catalog of wares will prove to be indispensable to any group of characters. **\$25.00**

Galaxy Guide 1 - A New Hope 2nd Ed Updated for 2nd Ed. Includes profiles and stats for all the characters in the Star Wars film. With new art, new source material, & a new adventure. Oct. **\$27.00**

Galaxy Guide 2 - Yavin & Bespin 2nd Ed Details moons, inhabitants, adventure ideas, etc. **\$16.50**

Galaxy Guide 3 - The Empire Strikes Back Details the alien, Imperial and Rebel personalities that appeared in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages. **\$20.00**

Galaxy Guide 4: Aliens The 2nd edition aliens book has been expanded and updated for the 2nd Edition Star Wars game. **\$25.00**

Galaxy Guide 5 - Return of the Jedi 2nd Ed. Featuring profiles and stats for all the characters in the film, with new art, new source material, and a new adventure. Due Oct. **\$27.00**

Galaxy Guide 6 - Tramp Freighters 2nd Ed Updated for the 2nd Edition RPG. This features the ships of smugglers & pirates, etc. **\$24.00**

Galaxy Guide 7 Mos Eisley A complete overview of this city, with detailed location descriptions, illustrations, maps, a history of Tatooine, and information on heaps of famous & infamous smugglers. **\$25.00**

Galaxy Guide 8 Scouts Join the New Republic Scout Service, & travel the length of the galaxy exploring new worlds. Includes system generation, new races, specs on new scout vessels, etc. **\$26.00**

Galaxy Guide 9 Fragments from the Rim 94 page supplement being a compendium of trivia, news, rumors, and information from the Outer Rim territories. With new characters, new ships, aliens, and locations. Also swoop gangs, merc units, corporations, etc. **\$25.00**

Galaxy Guide 10 Bounty Hunters 128 pages packed with info on the various bounty hunters, where they go, & how to play one, including a scenario for fledgling Bounty Hunters. **\$30.00**

Galaxy Guide 11 Criminal Organizations Slaving, spice mining, smuggling, gun-running - there is always someone who will supply the goods, no matter what. From huge crime bosses to low-life thugs and slavers, criminals have a large influence on the Star Wars galaxy. **\$25.00**

Galaxy Guide 12 Aliens: Enemies & Allies Prepare to encounter some of the most bizarre and dangerous alien races in the Star Wars universe. This new galaxy guide, a sequel to GG#4, includes stats and descriptions for dozens of alien species. Due Oct. **\$25.00**

Game Chambers of Quassel The Alliance High Command has given up the search for Tisee, an illustrious Alliance hero, but Rebel adventurers may yet discover his fate. **\$16.50**

GameMasters Handbook More rules and ideas for GMs, giving tips and hints on making your games more challenging and fun. **\$30.00**

Goroth - Slave of the Empire Four thousand years ago Goroth was a beautiful trade world. Caught between two warring factions that coveted its resources, Goroth was desolated into a wasteland. The natives are rebuilding the world but both the Empire and the Alliance wish to gain its rich underground wealth. Sourcebook & adventure. **\$25.00**

Graveyard of Alderaan Rumors persist that the shattered ruins of Alderaan conceal powerful Jedi artifacts and strange ghost ships, but the truth is far more terrifying. **\$16.50**

Heir to the Empire A 144 page softcover campaign sourcebook that details major characters, the Imperial City & New Republic, the Dark Jedi Jorus C'baoth, new alien races, strange planets, extra spacecraft & equipment, and the state of the galaxy after the fall of the Empire. **\$30.00**

Han Solo & the Corporate Sector 144 pages containing everything you wanted to know about the Bilan Daley series of Han Solo novels, as he romps around the galaxy trying to turn a profit. **\$35.00**

Imperial Sourcebook 2nd Ed Fully revised to be compatible with Star Wars 2nd Ed. Covers the Empire's system of control through fear, Imperial Intelligence, the Military, Capital ships, custom ordinance, land vehicles, sector group organisation, combat artillery, infantry support weapons, special military forces, etc! **\$35.00**

Isis Coordinates Imperial agents discover the coordinates to an Alliance factory world. A party of rebels must eliminate a Combat-Survey Team before it confirms the site. **\$16.50**

Jedi's Honor Solitaire adventure involving Luke Skywalker's search for a new Rebel base site, and his subsequent rescue of a powerful Jedi Knight's son. 80 pages. **\$20.00**

Mission to Lianna A weary Rebel unit, after completing a mundane mission, discover a top-secret Imperial operation intent on producing an effective cloaking device for their star ships. **\$16.50**

Planet of the Mists Stranded on a swamp world unmarked on any star chart; the rebels must save a strange alien race from extinction, by disabling a secret Imperial plant guarded by mercenaries. **\$18.00**

Planets of the Galaxy Vol. 3 Elrood Sector: a little known backwater far from the raging battles of the Galactic Civil War, but still threatened by the merciless forces of the empire. 96 pages with 6 new worlds, new aliens, info for running campaigns, etc. **\$25.00**

Platt's Starport Guide Featuring original color illustrations by Chris Gossett. Want to see the galaxy? Don't join the Imperial Navy! Just follow smuggler extraordinaire Platt Okeefe as he takes you on a vagabond tour of seven starports, including a backwater haven, a wandering trading ship, Kuat Drive Yards Starports, etc. 160 pages. **\$40.00**

Rebel Alliance Sourcebook 2nd Ed A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance, now updated to 2nd Ed Rules. 144 page hardcover recommended for campaigns. **\$30.00**

Scoundrel's Luck Solitaire adventure - Han Solo saves Princess Leia from some bad-asses! **\$22.50**

Star Wars GM's Screen 2nd Ed. Includes a 32 page booklet for random adventure generation. **\$20.00**

Star Wars Miniatures Rules They're back! With the rules updated to make them compatible with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. **\$30.00**

Star Wars Miniatures Battles Set A special boxed set which includes the Star Wars Miniatures Rules plus 12 lead-free platinum 25mm miniatures. Valued at \$82.00 **\$70.00**

Star Wars Miniatures Companion Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, Snowspeeder, etc. **\$25.00**

Star Wars Movie Trilogy Sourcebook A 160 hard back sourcebook containing revised info from Galaxy Guides 1, 3, & 5. Covers Tatooine, Mos Eisley, Death Star, Yavin, Hoth, the Imperial Fleet, Bounty Hunters, Dagobah, Bespin, Jabba's palace, the Rebel Fleet, the New Death Star, heroes & villains. Includes 88W photos. **\$45.00**

Star Wars Planets Collection This 254 page book combines the three previously released Planets of the Galaxy sourcebooks. There are two dozen worlds presented that can be incorporated into Star Wars adventures. From the dangerous trader port of Celanon to the mining centers on Gacrian and criminal haven of Korbin. **\$45.00**

Star Wars Sourcebook 2nd Ed. Stories, maps, charts, and illustrations that explain how the Star Wars galaxy works, from lightsabers to repulsorlifts. Plans for an X-Wing, a Rebel base, an Imperial garrison, & blue-prints to the Millennium Falcon. Hardback with 144 pages. **\$35.00**

Supernova 96 page supplement with 5 mini adventures. The inhabitants of the Demophon system find out that their sun is about to go supernova, and a band of rebels tries to save some Imperial prisoners who are doomed to stay on the planet. **\$25.00**

The DarkStryder Campaign A content filled boxed set with six interlinked adventures which form one huge campaign. Your PCs are the crew members of the FarStar, a Corellian Corvette recently taken over by the New Republic. Moff Stryder, a defeated and driven from the Kathol Sector - but he uses a frightening new technology - DarkStryder, and the crew are given the task of finding its source and denying it to Same before he can do any more damage. 96 page campaign book, 96 page adventure book, 50 color character and ship cards, ship poster. **\$45.00**

The Last Command 144 page hardback sourcebook on Timothy Zahn's third and concluding novel. Grand Admiral Thrawn takes the battle to Coruscant, the heart of the New Republic, whose bravest heroes race across Wayland in a desperate attempt to destroy the Emperor's cloning chambers at Mount Tantiss. New creatures, equipment, droids, etc. **\$36.00**

Wanted By Cracken You are a criminal hunter working for the New Republic, and there are 50 individuals wanted for various crimes, Imperial officers, bounty hunters, smugglers, assassins, etc. **\$25.00**

Tales of Gargentihr

FANTASY A new techno-fantasy role playing game, produced in Scotland by Sanctuary Games. The game is set in the alien world of Gargentihr, where players take the role of adventurers trying to uncover the world's many mysteries.

Tales of Gargentihr RPG This is a world far different to our own. The continents drift upon endless seas of silt whilst Sa-energy crackles overhead in the blackened skies. The continent of Agasha lies before you, awaiting discovery. This is a world ancient and new, with the Institute of New Science exploring technology while secret powers of the Ancients reign in the continent's dark corners. Over 330 profusely illustrated pages rich in game mechanics and background. **\$45.00**

Tank Girl

SF/FANTASY Mad Max meets Teenage Mutant Turtles in this weird and wacky game of the movie, which is based on a comic series. By West End Games.

TANK GIRL RPG The game of the movie which is in turn inspired by a comic series. Weird and wacky's how I describe the game, but apparently this comic series has quite a following. Take a trip to the Aussie Outback with the craziest badhead ever to strap on a super tank and go in search of beer and bloodshed. The game box includes all but one of the following: The World of Tank Girl Book, 2 D10, a koala that's been run over by a tank, the Masterbook rule Book, and the Masterdeck card deck. **\$45.00**

Traveller: New Era

SCI-FI Following the chaos of the rebellion, civilization is ready to re-awaken. Adventurers take to the stars as they struggle to re-explore and re-unite the old Imperium. By GDW.

TRAVELLER: THE NEW ERA A 384 page softcover book, with a character generation system with over 40 careers and 100 skills. A fast simple combat system. Innovative starship combat rich with tactical detail. Complete with history, maps, the Virus, trade and commerce, psionics, equipment, weapons, armor, vehicles, starships, and a complete system for generating endless worlds, including flora, fauna, etc. **\$50.00**

DELUXE TRAVELLER: THE NEW ERA Special boxed version of the game, containing Traveller: The New Era RPG, the book Fire, Fusion & Steel, a 16 page errata booklet, new pages 75 & 76, two player aid cards, 2 DM aid cards, a full map of the Diaspora Sector, 3 dice. **\$70.00**

Aliens of the Rim Vol 1 A 96 page alien sourcebook for Traveller covering Hivers, and for the first time, their violent and mysterious mercenary shock troopers, the Ithklur. **\$28.00**

Brilliant Lances, Traveller Starship Combat The much awaited starship combat rules for Traveller the New Era. It includes vector based movement system, detailed hit location and damage resolution, all the weapons systems, extensive ship ratings, including both New Era and pre-collapse warships, complete starship design rules, usable with this complete game and the RPG. 3 space maps, technical booklet, control panel pad, rules, player aid cards, 2 sheets of color ctrs. **\$60.00**

Battle Rider This is the game of squadron and fleet combat in the Traveller Universe. It gives you fast moving, fleet combat without the need for roleplaying levels of detail. Rules emphasize decision making, tactics, and bluffing; the system does not require dice, there is no paper work for movement, the back of each counter record all ship stats, all damage is recorded on the counters. With 366 color counters, 3 large maps, 96 battle cards, reference sheets, rules, & scenarios. **\$60.00**

Fire, Fusion, & Steel 160 page book that contains shipstats, aircraft, & vehicles, with almost infinite variations, such as fusion-power grav tanks to light airships, armored starcruisers to ornithopters. You can choose different power plants, jump drives, there are heaps of cybernetic options, & rules & data that allows you to design small arms, cannons, gauss weapons, plasma or meson guns, etc. **\$32.00**

Path of Tears 160 page campaign sourcebook, with a history of the Coalition, the Schall aquatic race, Coalition types of operations, tactical doctrine, organisation, strength of military forces, 6 sectors of the Diaspora and Old Expanses sectors are mapped, 19 key worlds are detailed, etc. **\$35.00**

Player Forms A book full of player record sheets. **\$15.00**

Rebellion Sourcebook Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Historical notes are included, plus maps. **\$5.00**

Referees Screen Standard GM screen to aid play, along with an 8 page adventure introducing a pocket empire, the Covenant of Sufren - once you've met Virus, grasshoppers & mice don't scare you anymore **\$18.00**

Reformation Coalition Equipment Guide With a wide variety of new and unique spacecraft, weapons ranging from the pen pistol to tanks and planetary defense missiles, transportation from assault landers to grav belts, and personnel equipment such as medical, anti-virus, etc. 160 pages. **\$35.00**

Regency Sourcebook Re-opens the Spinward Marches for adventure. More details later. Due March. **\$30.00**

Smash & Grab The Coalition is engaged in a frantic race against time, trying to recover lost technological artifacts, located on barbaric worlds of the Wilds. If these artifacts are defended, the operation is called a Hot Recovery - or Smash & Grab. 128 pages which include an anthology of adventures, which can be linked into a grueling campaign. **\$28.00**

Star Vikings Sourcebook presenting 32 new NPC characters to the Traveller universe, with backgrounds, personality, & all game attributes. It has Coalition Officials, Ship Captains and their ships (with color plates of some ships), Coalition Personnel, and Outsiders. **\$26.00**

Striker II The eagerly awaited ground miniatures rules for Traveller. Game play flows well. Contents include 150 page rulebook & a sheet of counters for use as game markers. **\$40.00**

Survival Margin 104 page book giving the history from the 1116 assassination of Strophon to the 1130 release of the final weapon - the Virus. The history of the destructive, suicidal electronic AI Virus is then given in detail, & there is an overview of the Star Vikings. **\$22.50**

The Guided Lilly Virus Redux Part 1 The Reformation Coalition's efforts to root out the influence of Virus in the Diaspora Sector on their way to entering the Massilia Sector, their next step on their path to reclaiming the former Imperial Core. Due Aug. **\$20.00**

The Regency Sourcebook: Keepers of the Flame New campaign setting which re-opens the old Spinward Marches campaigns. Includes the Regency Quarantine Service, psionics in the Regency, the Regency's neighbours, such as Sword Worlders, Vargr, etc. Due Aug. **\$32.00**

Vampire Fleet Throughout the bleak nightmare of the Collapse, the long dark shapes of warships, scoured clean of organic life, prowled the now lonely spacelanes and cast their deadly shadows over 500 worlds. This sourcebook focuses on Virus: what motivates Vampire Fleets, where they are encountered, their capabilities, behaviours, strengths, and weaknesses; The Planet Promise - a world completely controlled by Virus infected machines; construction rules for robots, campaign, etc. **\$32.00**

World Tamer's Handbook Brings a new arena in which to adventure: the ragged border of civilization. This book provides material to create survey campaigns in which characters push humanity's knowledge out into the Wilds; Bootstrap Campaigns, and Colony campaigns where characters lead expeditions to repopulate entire worlds. **\$27.00**

TRAVELLER NEW ERA NOVELS - \$10.00 each

1. The Death of Wisdom

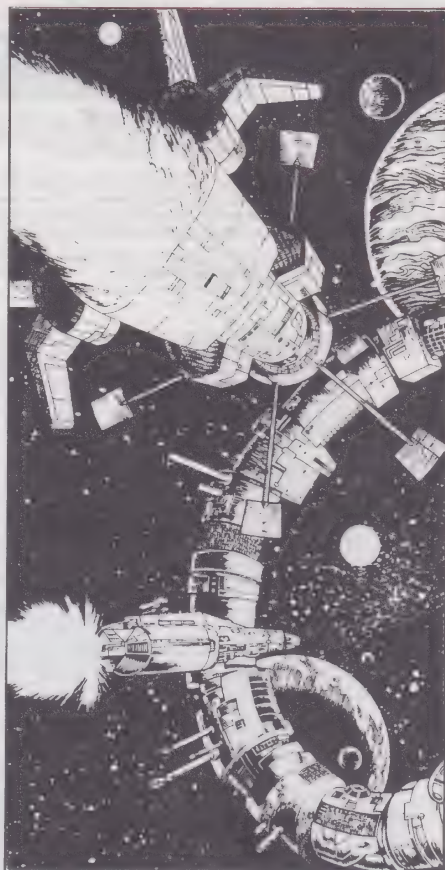
The first official Traveller novel. A deadly plague sweeps through the Hivers of the Rim, threatening not only to upset the delicate political balance in the Coalition, but menacing the very future of the Hiver race.

2. Flight of the Golden Pharaoh

The second Traveller novel, this one the first of a trilogy. A renegade Star Viking sets off on a campaign of bloody conquest. Only the former first officer of a tramp free trader is in a position to stop him. **\$10.00**

3. To Dream of Chaos

The crew of the Homet is back, and this time must confront Virus and an ancient prophecy to keep a high-tech arsenal from falling into the hands of the Empire of Soles.



Twilight 2000

SCI-FI A Mid East war ignites a nightmare conflagration in Europe. Massive armies collide, and each is bludgeoned to a standstill, amid this madness the final option begins. By GDW.

TWILIGHT 2000 Version 2.2 Boxed Set The rules have been updated to those in Traveller the New Era. Europe's nemesis exhales its poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted politics. Contains the rulebook, 2 tactical maps & 10 mini-adventures. **\$45.00**

TWILIGHT 2000 Version 2.2 Rulebook The rules have been updated to match those in Traveller The New Era. Characters can be any nationality and have non-military back-grounds. The whole global environment has become more chaotic and fragmented. 280 pages. **\$35.00**

American Combat Vehicle Handbook 104 page sourcebook detailing over 60 weapon systems, from MBTs & APCs, to hovercraft & FAVs. Includes the US Army Order of Battle before & after WW3. **\$18.00**

Bangkok 104 page campaign sourcebook for Thailand. Describes its geography, culture, politics, armies, criminal organisations and more. Includes adventures. **\$18.00**

Eastern Europe Handbook Provides a chapter on each nation in the region, with history, geography, ethnic make-up. Each nation is described as it is in 2000, along with maps showing military forces. 30 vehicles are detailed, and there are two short adventures and color map. **\$22.50**

Gazetteer Merc 2000 supplement detailing world trouble spots, from international border disputes and coups, to urban terrorist activities. With backgrounds, scenarios, maps, etc. 64 pages. **\$25.00**

Heavy Weapons of the World illustrated guide to towed and man-portable heavy support weapons - from mortars, tube artillery, rockets, air defense systems, special weapons, and more. **\$22.50**

Infantry Weapons of the World Covers 220 different weapons (from WW1 to WW3): pistols, rifles, SMGs, MGs & shotguns - each is fully rated for the game and illustrated. 104 pages. **\$22.50**

Merc: 2000 A complete, variant-history RPG where mercenaries are hired by the world's multi-powers to eliminate terrorists & sabotage industries. This can also be used as a supplement for Twilight 2000. 120 pages. With character generation, global politics, weapons, etc. **\$30.00**

NATO Vehicle Guide Extensive gaming information for over 60 weapons from France, Denmark, Austria, Netherlands, England, Germany, Turkey, etc.

Includes military organisation after the war \$20.00
Nautical & Aviation Handbook Record sheets for small boats, aircraft (utility, liaison, transport, ground attack, fighters & bombers) & helicopters (gunships, transports & tank-busters). 154 pages. \$22.50
Operation Crouching Dragon An adventure set on an island in the South China Sea. \$13.50
Referee's Screen Standard product - a DM's prop with lots of important-looking charts & tables. \$12.00
Soviet Combat Vehicle Handbook A 104 page guide to Russia's vast military arsenal, this includes everything from MBT's, APC's, giant hovercraft, SP artillery, missile launchers, etc. \$18.00
Special Operations Handbook Merc 2000 sourcebook on global covert-operations organisations and Special Forces with links to mercenary operatives, including the CIA, FBI, the English SAS, and many others. Features new skills & combat rules, extra weapons, generic NPCs, and twelve scenarios. \$22.50
Twilight Nightmares 10 exotic scenarios for Twilight 2000 & Merc 2000. Includes a battle with a crashed UFO's zombie occupants, a terrifying encounter with a squad of experimental combat droids, a quick dinner engagement with biotechnologically resurrected dinosaurs, and more! 104 pages. \$18.00

Vampire

HORROR A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. By White Wolf.

Vampire 2nd Ed. Hardback Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story. etc. "Its atmosphere is stark, exotic & brooding, but with an underlying sordid sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kinetic MTV world." That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. \$50.00

Alien Hunger A jumpstart kit designed to give beginning characters a quicker start. Includes an adventure based on the transformation from human to vampire, and a guide to gothic-punk Denver. \$22.00

Antagonists Mind's Eye Theatre live roleplay supplement for Masquerade. With complete rules for mortals, including rules and role playing notes for the Inquisition, government agents, and independent hunters. Updated Numina, with rules for using True Faith, Hedge Magic and psychic powers, and complete character creation rules for sabbat. \$30.00

Ashes to Ashes Ordered by Modius, the Prince of Gary, to present themselves to Lodin, Prince of Chicago, a group of neonates find themselves shoved headlong into a maelstrom of Kindred intrigue. Includes an advanced Storytelling concept - the Villain's Flashback, to accentuate theme & mood. \$22.00

Awakening: Diablerie Mexico Lying deep in torpor beneath the mayan tombs is a most-ancient Mithuselah. Sleeping away the ages until his time to arise, unless the Kindred get his essence first. \$22.00

Awakening: Diablerie England Introduces Blood Justice, the way vampires treat those who feast on their own kindred. You are also taken to England, to learn the true horrors of diablerie. \$20.00

Berlin By Night Sourcebook on Berlin. The Soviet Brujah who rules the city are gone, & now East & West experience rivalries. \$30.00

Blood Bond Characters learn of the strength of the blood bond, an obsession none can resist, whilst dealing with the Prince of Chicago, strange new Kindred and the dread Sabbat. \$18.00

Book of Nod Pocket sized book that contains the records of the birth of the undead, so has invaluable insight into vampire origins, etc. \$18.00
Book of the Damned An intro to the Vampire world, it presents new material and important information from the rulebook. \$12.00

Chicago by Night 2nd Ed Campaign accessory exploring this divided city that teeters on the edge of chaos. With Kindred NPC descriptions, maps, character interaction charts, over 100 encounters. \$20.00

Children of the Inquisition From the flames of the Inquisition sprang two warring factions of the Undead - the Camarilla and the infamous Sabbat. This supplement introduces both to the game. \$35.00

Clan Book: Assamite Feared by all yet courted by many, refusing outside alliances yet willing to hunt Kindred for a payment of blood, the Assamites are among the most reclusive clans. Once hunted, these vampire assassins are now sought out by the Kindred to dispose of their enemies. \$20.00

Clan Book: Brujah History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. \$20.00

Clan Book: Gangrel How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. \$20.00

Clan Book: Malkavian An extremely warped Clan, whose members are all insane (as is this book. The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. \$20.00

Clan Book: Nosferatu Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. \$20.00

Clan Book: Setites Called corrupt by even the most crooked Ventrue, the Setites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. \$20.00

Clan Book: Toreador A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. \$20.00

Clan Book: Tremere 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. \$20.00

Clan Book: Tzimisce Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce hope to attain something more. Dec. \$20.00

Clan Book: Ventrue The vampires of Clan Ventrue understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Ventrue know they are they only hope. \$20.00

Dark Colony New England legendary home of witches and the like, is invaded by a third power, to add to the Camarilla-Sabbat war. \$30.00

Dark Destiny A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, & mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. \$40.00

Dirty Secrets of the Black Hand Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that august sect give to know the role the Black Hand has played in their own history. Feb. \$35.00

Elysium: The Elder Way The vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has long awaited rules for creating elder characters, creatures of true power. For mature readers only. \$27.00

Los Angeles By Night Passionate and fiery, Los Angeles burns with an excitement found in no other city - and now it is unparalleled in violence. The anarchists who swore eternal brotherhood when they drove out the Camarilla have formed gangs and now battle each other. \$32.00

Milwaukee by Night Details this city where the Anubis' strength is waning, while salivating packs of Lupines (Werewolves) await their chance to destroy their ancient enemies, the Vampires. 128 pp. \$25.00

New Orleans By Night Sourcebook of the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. \$35.00

Player's Guide 2nd Ed Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses.

Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2006) \$45.00

Player's Guide to the Sabbat History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) \$30.00

Storyteller's Handbook 2nd Ed Includes chapters on perfecting the Storytelling art, how to handle settings, Chronicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. (Stock code # 2222) \$35.00

Storytellers Handbook to the Sabbat Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) \$30.00

Storyteller's Screen Includes a 16 page story-adventure. \$20.00

The Inquisition While young vampires may scoff at the mortals who hunt them down, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any others. \$24.00

The Kindreds Most Wanted Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. \$27.00

The Last Supper The first installment in the long awaited Giovanni Chronicle. The Last Supper takes the characters to the subterranean lair of Claudius Giovanni, where the food they eat will be their last. The characters become caught in the war between the clans of the Camarilla and those from the Giovanni. Set in 1444 AD. \$30.00

The Masquerade 2nd Ed Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. \$35.00

The Masquerade Book of Props This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. \$27.00

The Succubus Club Details the most notorious, extravagant nightclub in the Chicago Rack, where mortal vessels are easily obtained. Includes 6 complete one-chapter stories. \$35.00

The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernatural. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. \$30.00

Tim Bradstreet Portfolio A folio full of art prints. \$30.00

Werewolf

HORROR Second in White Wolf's gothic-punk series. Here the players are werewolves. lupine outcasts who fight to defend their wilderness territory from the forces of the Wyrms. By White Wolf.

WEREWOLF 2nd Edition Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictogramic sign of the Garou, from their ancient beginnings to modern times. This is a hardback book. \$50.00

The Apocalypse This Mind's Eye Theatre supplement brings the world of Garou to live-action storytelling. The Apocalypse features new and intriguing information about Garou society, including each Garou's role in it. Also features Garou political issues that can enrich any game of Werewolf, whether played live action or normal role playing. \$27.00

Black Furies Tribebook The history and culture of the Black Furies, five ready to play character templates & a small comic strip. \$20.00

Book of the Wyrms Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incarna, etc. \$30.00

Children of Gaia Tribebook The Children of Gaia believe the Wyrms cannot be defeated with its own vices - they believe understanding and forgiveness will prevail. This tribebook describes this peaceful tribe with history and culture, 5 character templates, etc. \$20.00

Croatian Song A graphic novel. In the late 1500s, the Croatian Garou lived peacefully among the Native Americans of Roanoke Island. Then Sir Walter Raleigh's fleets arrived to claim the land of Virginia. They brought the Wyrms with them. This is the story of the Croatians' final battle to defeat the Wyrms and leave the Pure Lands free of taint, and what went terribly wrong. \$24.00

Drums Around the Fire A book of short stories, including a Garou fighting the most dreaded minion of the Wyrms, a Glass Walker learns true horror, a young pack fights to save children, etc. \$16.00

Fianna Tribebook The Fianna know how to party - & to kick butt with the best of them. These Celtic werewolves live life to the fullest, reveling in their passions and mocking their enemies with vicious satire. \$20.00

Freak Legion Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. Due Nov. \$30.00

Get of Fenris Tribebook Looks at the Get of Fenris: their Nordic heritage, legends, and society. A heavily illustrated book telling the saga of the Norse werewolves, the strongest of the strong. \$20.00

Glass Walkers Tribe Book The Glass Walkers use technology, and cybernetics to help them in their battle against the Wyrms, and those other Garou claim they are traitors for doing so. \$20.00

Monkey Wrench: Pentex A guide on how to attempt to ruin Pentex's plans, destroying construction sites, hacking into its computers, and everything else needed to put this part of the Wyrms' corporate arm out of business. \$30.00

Outcasts: Players Guide to Pariahs Clanbook/Tribebook/Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Magic Hollow Ones. \$30.00

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires and werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? Due Oct. \$24.00

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. Due Nov. \$30.00

Rage Across Australia The land down under breeds them tough and hardy, none more than the Garou. But the Garou stuffed up badly, and must make amends to heal the land. But the Wyrms is on the move too, taking over Australia with decay and ruin. \$27.00

Rage Across New York The Wyrms has extended its corruption across the world, but especially in New York. The Garou will contain their rage no longer, and the battles on. \$25.00

Rage Across Russia An ancient, evil vampire has arisen since the fall of the Iron Curtain, & the Garou are hard put to stop him. \$30.00

Rage Across the Amazon The servants of the Wyrms are trying to destroy the Amazon Rain Forest, but the Garou are trying to stop them. Includes heroes and villains from the war, werejaguars, Mokole werecrocodiles, etc. \$30.00

Rite of Passage Adventure from the depths of the Northwest Territories in Canada to the wilds of Central Park in Manhattan. \$20.00

Under a Blood Red Moon Werewolves decide to take on the Vampires in Chicago. \$27.00

Umbr: Velvet Shadow The places, spirits, and cosmology of the Garou spirit world. \$30.00

Valenberg Foundation Five complete stories where players aid the Foundation searching for and restoring lost, insane cubs. \$25.00

Ways of the Wolf In the deep woods, a primordial world still survives, the heartland of Gaia. Here, a mournful howl rises to the moon, lamenting the loss of a way of life. The Lupus Garou are the guardians of this pristine wilderness, the last pure lands on Earth. \$22.00

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. \$20.00

Werewolf Players Guide A 232 page book that includes new character generation options, including merits, flaws, personality archetypes and new gifts. It has expanded rules for Rage and combat, including Klaxie dueling and the Garou martial art of Kallindio, etc. \$35.00

Werewolf Storytellers Handbook With advice, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on Garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. \$32.00

When Will You Rage? An anthology of 19 short stories, all original, detailing the lives and battles of San Francisco's werewolves. \$10.00

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. \$22.50

Wraith

HORROR White Wolf's next installment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. By White Wolf.

WRAITH RPG A 270 page softback book with a glow in the dark cover. Players take the role of a wraith - a ghost, and start wandering the Shadowlands, a dismal world beyond the living but still outside eternity. The malevolent force known as Oblivion softly creeps beneath the surface of Shadowlands, while mad ghosts and nightmare creatures overtly threaten you. Wraiths can fight their way back to Earth to try to right wrongs, etc. This is a very, very dark game, about death, loss, isolation and identity. \$45.00

Artificers A guildbook on Artificers, who crafted the walls of Stygia. But now they rise from their labors to ride the electron highway. Their hands built Stygia - but will they also destroy it now? Due Jan. \$24.00

Dark Reflections: Spectres They ride the winds of the Maelstroms. In the fury of the Tempest and the darkness of the Labyrinth they wait for their victims. They are the devoted servants of Oblivion, and they work its dark will as they revel in its power. Called...Spectres. Nov. \$20.00

Haunts A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierarchy, Heretic, and Renegade Haunts, & rules to create new Haunts. \$27.00

Hierarchy The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierarchy looks out upon the Underworld. \$35.00

Love Beyond Death Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, life-in-death is endlessly bittersweet pain. In such a bleak and hopeless existence, the promise of love is one of the only beacons of hope in the face of Oblivion. \$20.00

Midnight Express An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. \$24.00

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlanta in the Shadowlands, info on the Kindred for Vampire. \$35.00

The Face of Death A large folio book full of morbid black and white art for the new Wraith game. \$23.00

The Hierarchy The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power & omniscience. Oct. \$24.00

The Jade Kingdom In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundared by nationalism and conflict as are the troubled Skinklands. Covers in detail the Asian Underworld. Due Nov. \$30.00

The Quick & the Dead When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek. \$24.00

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. \$24.00

Wraith Character Kit Includes a player's screen, character sheet, death certificate, & other insert items. \$20.00

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcs, and abilities. \$35.00

Wraith Storyteller Screen GM screen and rules running crossover adventures with other Storyteller games. \$20.00



Wargames

COLOR CODE

■ **New Item Now Available and in Stock**

■ **New Item Not Yet Released**

COMPLEXITY KEY

Basic Games

(Introductory level)

Intermediate Games

(Still good for beginners)

Advanced Games

(For veteran games only)

Master Games

(Too many rules & no spare time!)

COMPANY CODES

| | | | |
|-----|-----------------------------|-----|--------------------------|
| ADG | Australian Design Group | AH | Avalon Hill |
| COA | Clash of Arms | COM | Command Mag (XTR Corp.) |
| FAS | FASA Corp. | GAM | Games Workshop |
| GDW | Game Designers Workshop | GMT | It's not Get More Tanks! |
| GRD | Games Research & Design | IRO | Iron Crown Enterprises |
| JED | Jedko Games | LEA | Leading Edge Games |
| MB | Milton Bradley Games | OME | Omega Games |
| SDI | Simulation Design Inc. | STE | Steve Jackson Games |
| S&T | Strategy & Tactics Magazine | SUP | Supremacy Games |
| TAS | Task Force Games | TGI | The Gamers Inc |
| VIC | Victory Games | 3W | World Wide Wargames |
| WES | West End Games | WIZ | Wizards of the Coast |

BEGINNER'S GAMES

JED BASIC TRAINING *

An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to showcase strategy options. Features a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. **\$1.00**

JED BEGINNER'S GUIDE TO STRATEGY GAMING *

A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play and computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control and weather effects.) **\$3.00**

JED FIELD MARSHAL *

A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. **\$20.00**

ACCESSORIES

KOP 5mm LITTLE 'UNS 6 SIDED DICE

Opaque, tiny little 5mm 6 sided dice in assorted colors, with spots for numbers.. Perfect for games where you need to throw buckets of dice, like Warhammer Fantasy or 40K. **\$0.20 each**

KOP 50mm 6 SIDED DICE

An even bigger 5cm gem dice with 6 sides. In several colors. **\$15.50 each**

KOP 60mm 6 SIDED DICE

A large 6cm gem dice with 6 sides. Watch the gaming board bounce under its weight. **\$22.50 each**

KOP 70mm 6 SIDED DICE

A 6 sided gem dice - 7cm wide! You could use it for a book-end. **\$30.00 each**

KOP 80mm 6 SIDED DICE

A huge 8cm gem dice with 6 sides, all you need to knock out your opponents with. **\$37.50 each**

JED POLY DICE

High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. **\$0.65 each**

JED GEM DICE

More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. **\$1.00 each**

JED SPARKLE DICE

Clear gem dice with some coloured sprinkles inside, grizzled wargamer types might think they're a little gay, but the kids love 'em. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.25 each**

JED PEARL DICE

Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.25 each**

KOP GLOW IN THE DARK 6 DICE SET

For those who love night missions and want to add a little atmosphere by playing in the real dark - these dice are for you. A glow in the dark D4, D6, D8, D10, D12, & D20. **\$12.95**

KOP 30 SIDED OPAQUE DICE

A large 30 sided opaque dice, in assorted colors. **\$4.95**

KOP 30 SIDED GEM DICE

A large 30 sided transparent dice, in assorted colors. **\$4.95**

KOP 100 SIDED DICE

The perfect percentile dice, this dice actually has one hundred faces - though you'll have to wait half an hour for it to stop rolling. **TBA**

KOP DRAGON 6 SIDED DICE

A 16mm 6 sided dice with a dragon instead of a '1'. **\$2.00**

KOP SKULL 6 SIDED DICE

A 16mm 6 sided dice with a skull instead of a '1'. **\$2.00**

KOP TEDDY BEAR 6 SIDED DICE

A 16mm 6 sided dice with a loveable teddy bear instead of a '1'. **\$2.00**

CHX ELEMENTAL DICE - Back in Stock!

These are stunning speckled dice that represent each of the four elements. The four types are Air Elementals, Sea Elementals, Fire Elementals, Earth Elementals. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and D20s10s (10 sides showing 10, 20, 30 etc.) **Each set of 7 - \$12.95**

CHX SPECKLED DICE

These are stunning speckled dice like the Elemental Dice. The colors available are: Jungle Camouflage, Strawberry, Blueberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Forest. All contain 7 dice, a D4, D6, D8, D10, D12, D20, D20s10s. **\$12.95**

KOP SMALL DICE BAG

A cloth dice bag 4" x 5" in size. Several different colors. **\$4.00**

KOP LARGE DICE BAG

A cloth dice bag 6" x 9" in size. Several different colors. **\$8.00**

AH AVALON HILL COUNTER TRAY

A clear plastic counter tray with lid and dice-wells for forgetful gamers! **\$5.00**

ARM HEX PAD

Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other. **\$5.00**

JED COUNTER SHEETS

896 half-inch card counters in the following colours: pale green, light blue, pink & gray. **\$10.00**

WEL MAGTAGS - Adhesive Magnets (100 x 4cm x 2cm)

Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. **\$8.00**

ANCIENT ERA

3W BARBARIANS 70 BC - 260 AD **

A huge strategical game with 4 full sized maps covering the entire northern frontier of the Roman Empire, from the Rhine and Danube to the Black Sea. 1,000 counters represent legions, cohorts and auxiliaries for the Romans, warbands and mobs for the barbarians, including Sarmatians, Dacians, Gauls, Vandals, and Goths. Great leaders such as Caesar, Trajan, Germanicus are represented. There are markers for burned villages, fleets, concealed movement, sieges, dummies, siege towers, bridges, & 18 tactical combat counters. There are 32 scenarios, but perhaps the most appealing is the Free Set-up scenario which begins in 100 AD, where you plan from scratch a strategy for imperial expansion, using an army of 16+ legions. But come the 3rd Century, you'll be hard put to stop those Goths and Vandals. **\$45.00**

AH BRITANNIA *

A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" mapboard. **\$55.00**

AH CIVILIZATION *

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth and build cities which in turn attract commerce, this trade between empires fosters social & technological growth. **\$85.00**

ADVANCED CIVILIZATION

Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! **\$65.00**

TRADE CARDS

50 extra cards as included in the original game. **\$10.00**

WESTERN EXPANSION MAP

22"x11" mapsheet extension & African/Iberian AST. **\$16.00**

S&T165 CAESAR IN GALLIA **

Covering Caesar's conquests in Gaul from 58 - 51 BC. He defeated several coalitions of Gallic tribesmen, repelled a German invasion, and went on to establish Gaul as a chief Roman province. The game can be played with two or three players, or by two teams of players. You play either Caesar or Vercingetorix, as you pit the Legions against hordes of barbarians. The map includes Alesia, Britain, part of northern Africa, and extends east to the border with Germany. Rules include recruiting, different Gallic tribes, leaders, basic and advanced rules, back printed counters to allow for fog of war, Gallic Tribal Council rules, etc. 220 counters & map. **\$25.00**

S&T162 CLONTARF 1014 and SAIPAN 1944 **

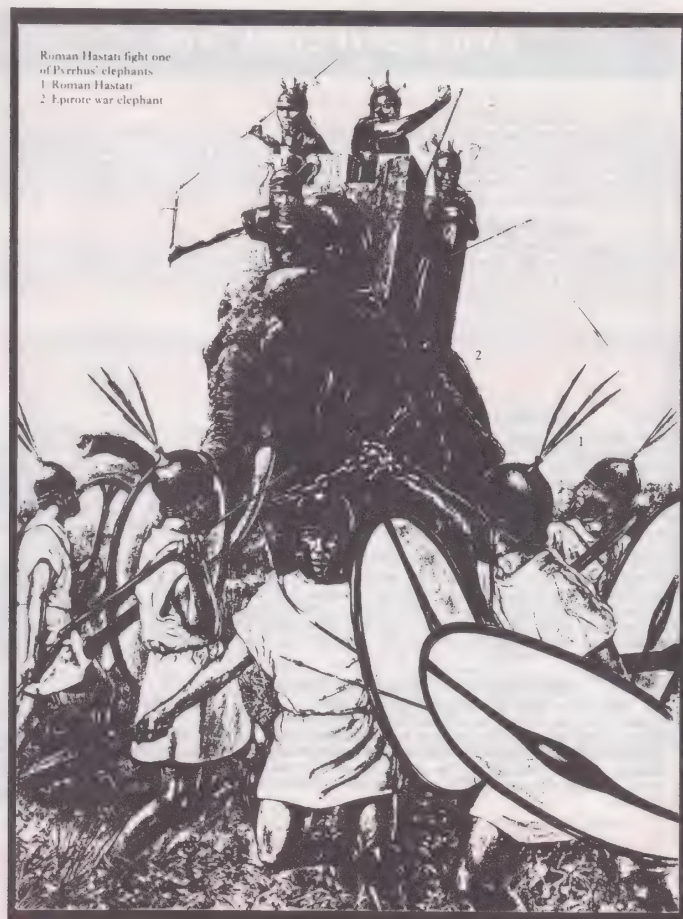
An S&T magazine containing two games. The first is Clontarf in 1014 AD, where an army of Irish defeated a Viking army at a spot just north of the Irish town of Dublin, a battle which marked the beginning of the end of Viking influence in Europe. 100 double sided counters represent axemen, leaders, slingers, and swordsmen. Units have melee attack, defense, & missile factors, and movement points. Saipan features a map of the whole island, and the US marines, army, and the Japanese who resisted them. Covers naval action as well as air and ground. **\$20.00**

3W CROSSBOWS AND CANNONS **

A Renaissance quad game highlighting the gunpowder evolution of warfare. The battles are: Pavla 1525 (France vs. the Holy Roman Empire for control of a city), Garigliano 1503 (In Italy the Spanish army of Cord-ovo surprise the festive French), Ravenna 1512 (the Spanish-Papal army discover the ruthless efficiency of French artillery), and Bicocca 1522 (Swiss mercenaries, who were the world's best pike units, lose their hard-won accolades to Spanish firearms). Contains 400 counters & two double-sided 22"x17" maps, with easy period mechanics that include melee combat, unit facing, skirmishers, etc. **\$45.00**

3W CROSSBOWS AND CANNONS II **

More battles in the early Renaissance era. Contains 400 counters, four maps, rules, & reference



Roman Hastati fight one of Pyrrhus' elephants
1 Roman Hastati
2 Ptolemaean war elephant

More battles in the early Renaissance era. Contains 400 counters, four maps, rules, & reference sheets. Can be played with two players or is very suited to solitaire play. The command system is specially designed to recreate the problems experienced in those days. There are four scenarios, each taking 2 - 4 hours, and include Pinkie, a clash between the Scottish & English in 1547; Fornovo, where the French fought the Italians in 1495; Cerignola, a vicious clash between French and Spaniards in 1503; Novara, where a Swiss army uses all its skills against the French. **\$45.00**

GMT GREAT BATTLES OF ALEXANDER DELUXE EDITION ***
After the graphics revolution brought about by SPQR, GMT has been besieged by requests to update the game's graphics. After two years of work, they have created not just a graphic update, but a completely new look at Alexander's battles. Every single component in this Deluxe Edition has been updated or changed. Now has ten battles, with Granicus 334BC, Issus 333BC, Chaeronea, Arbela-Guagamela 331BC, Lygynis, Pellum, Argaum, Samarkand, Jaxartes. With 720 SPQR style counters, 3 back printed map sheets, etc. Quite suitable for solitaire play. The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. An Ancients gamer's delight! **\$90.00**

♦ **DIADOCHOI** Allows players to fight some of the most vicious clashes of the post-Alexander era, from 323 to 281 BC. With 240 new counters (lots of elephants!), rules, scenarios. Battles include Antigonus vs Eumenes 317BC, Antigonus vs Eumenes 316BC, Demetrius vs Ptolemy 312 BC, and Antigonus vs Seleucus 301 BC, at Ipsus. Due Sept. **\$30.00**

GMT JULIUS CAESAR ***
Volume 4 in the Great Battles of History series. 960 stunning counters giving each type of fighting unit of pre-Imperial, or Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. There are special assault rules for fortified camps. Battles include Pharsalus in Thessaly, between Caesar and Pompey, with Caesar's cavalry outnumbered 7 to 1. Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! **\$90.00**

♦ **DICTATOR: JULIUS CAESAR MODULE # 1**
Rules, scenarios, and a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbric under King Boiorix; and Chaeronea in 86BC, with Consul Sulla against Archelaus. **\$30.00**

AH KINGMAKER **
Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military brinkmanship, uneasy alliances & devious conspiracies. Features a 23"x21" mapboard, 90 Event Cards, 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. **\$55.00**

GMT LION OF THE NORTH: Gustavus II Adolphus 1631 ***
At last! A game of the high renaissance using the superb system and unequalled graphics of the GMT SPQR system. Gustavus II Adolphus, the King of Sweden and Lion of the North, introduced Modern Warfare to the world, using rapid-firing artillery, fast-moving infantry, and hard-charging cavalry. Includes Shoothore Fire Table, 480 counters, three maps, new extensive cavalry rules, artillery barrages, new shock rules to simulate the combined power of shot and pike. The two battles are Breitenfeld, in 1631, where the virtually undefeated Catholic army of the Hapsburg emperor and his allied Germans took on the army of Adolphus. And Lutzen, 1632, where an exhausted Swedish army was forced to attack a re-vamped Imperialist army. **\$60.00**

AH MACHIAVELLI **
A new and updated version of the game originally published in 1980. It appeals to gamers who revel in games that feature a balance of power struggles. This game recreates that struggle which actually occurred in Renaissance Italy between 1454 and 1629. Due Nov. **\$70.00**

AH MAHARAJA **
A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of Britannia, each player controls several nationalities. Nations gain Victory Points in various ways - such as occupying specified areas of the map at specified times, eliminating the pieces of other nations and for having your leader proclaimed the Great King of India. Nations acquire additional armies through natural population increase and reinforcements. Game mechanics are simple, allowing players to concentrate on fast moving game play. Includes 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. **\$65.00**

AH NEW WORLD *
2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, & incursions (polite word for war) by foreign powers intent on plunder. **\$45.00**

VIC PELOPONNESIAN WAR **
Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. **\$75.00**

AH REPUBLIC OF ROME ***
An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! **\$85.00**

3W SIX AGAINST ROME *
A game of strategic maneuver played on a point-to-point movement map of the Italian Peninsula. Players compete to control vital centres of production and manpower, and to plant colonies at strategic points. Includes leadership, sieges, interception, mobilization, and burning and looting. Units include heavy and light infantry, cavalry and elephants. Tactical battles are resolved on a smaller tactical map. Six scenarios include the Romans against the Gauls, the Samnites, Pyrrhus, Carthage, the Goths, and a hypothetical invasion by Alexander. 400 counters, 2 sided map. **\$60.00**

GMT SPQR - THE ROMAN ART OF WAR **
Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpions. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: a classic legion vs. phalanx battle fought between Rome & Macedonia on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from GREAT BATTLES OF ALEXANDER, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beautiful counters. Has high solitaire suitability. **\$85.00**

♦ **WAR ELEPHANT 2nd Ed** It's back! You must have this module in order to play the other three SPQR modules: Consul for Rome, Pyrrhic Victory, and Africanus. Has 400 counters to cover the period 217 - 190 BC. **\$30.00**

♦ **CONSUL FOR ROME** Includes a double sided map, errata and 12 page rule book, that covers two battles: Trebbia, 218 BC, the first major battle of the Second Punic War, between Hannibal and Consul Sempronius leading the Roman legions. The 2nd is Metaurus, 207 BC, where Rome sealed Carthage's doom. **\$30.00**

♦ **PYRRHIC VICTORY** Two more battles. First is Heraclea, 280 BC, where Pyrrhus of Epirus used elephants against Republican Rome (who had never seen them before). The other is Asculum in 279 BC, the result being Pyrrhus saying "If we defeat the Romans in one such more battle, we shall be totally ruined!" Two large maps and rules/scenario booklet. **\$30.00**

♦ **AFRICANUS** Supplement for SPQR with two battles: Baecula in Spain, 208 BC, Scipio against Hasdrubal; and the Battle of Ilipa in Spain 206 BC, with Scipio against Hasdrubal and Mago Barca. Includes a counter, sheet, maps, and scenario book. **\$30.00**

3W TAHITI *
A bear and pretzels game set in the Polynesian island of Tahiti. A game for 1 to 4 players of clan warfare typical in Polynesia before European contact. Players build war canoes and train warriors to create a force to strike at their adversaries, while protecting their home village. If it seems hopeless, you can lead your clan off the island to try to find another. With one 17"x22" color map and 247 large counters. **\$25.00**

3W THE CRUSADES II *
Four more battles of the Crusades. Hattin 1187 AD, where Crusaders clash violently with the forces of Il-Ghazi, Emir of Mardin. Hatfin, 1187 where Saladin draws the Crusaders out of Jerusalem and lays a trap for them as they enter a valley at unawares. Nicopolis, 1396, where the King of Hungary launched a crusade to drive the Turks out of Europe. But upon sighting the enemy, his French knights charged off impetuously, endangering the whole army. Tannenberg, 1410, the Poles and Lithuanians challenge the might of the Teutonic hegemony. 400 counters & 4 17"x22" double-sided maps. Suitable for solitaire play. **\$45.00**

NAPOLEONIC ERA

MAY 1856 RAILROAD BUILDING IN CANADA **
OK, this is not a wargame, but it does fit into this time period, so this is where I decided to stick it. This game is a top quality production from Mayfair games, using the superb Avalon Hill 1830 gaming engine. Fortunately, the rules are much easier to read, and includes a fast play booklet as well. The game starts in 1856, in Upper Canada, and runs to the present day. Players start the game with play money, which they use to form railroad companies, which then build track, buy trains, and make income. Players can engage in corporate raiding, stock manipulation (there is a mapboard dedicated to the stock market), and insider trading to take advantage of their opponents and win the day. Components include 2 mounted mapboards, 26 train cards, 118 stock certificates, over 100 counters, 122 hexagonal rail-track and station tiles, play money, etc. **\$85.00**

COA 1807: THE EAGLES TURN EAST **
1807: The Russians have abandoned Warsaw with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters representing every major commander (each individually rated), brigades, divisions, corps, artillery, regular or light cavalry, and infantry. **\$75.00**

3W BATTLE OF THE ALMA *
The first major battle of the Crimean War where the Russian commander boasted he could hold his position for at least three months. The first combined British and French frontal assault on the bluffs suffered horrendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. **\$50.00**

AH BLACKBEARD **
An extremely fast paced 1 to 4 player game of the high days of pirates. Medium complexity, with high solitaire capabilities. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. Game includes two mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. **\$85.00**

PAC BLOOD & IRON ***
Between 1848 and 1871 Prussia, guided by Otto von Bismarck, became the dominant nation in Europe. This game shows the campaigns which one after another shaped the might of Imperial Austria and enabled Bismarck to unite Germany into a world power under Prussia's leadership. Has easy to learn game system and scenario-specific enhancements which simulate the changing technology that shaped combat. With 600 backprinted counters, 2 full color maps, rules, and six scenarios, the first introductory one can be played within minutes of opening the box. Others are 1859 Franco-Austrian War, 1864 German-Danish War, 1866 Seven Weeks War, etc. **\$70.00**

AH EMPIRES IN ARMS ***
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two

25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 huge campaigns. **\$80.00**

AH ENEMY IN SIGHT

An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American frigates capable of making 14 knots in an open sea. Break the Line, rake the enemy's bow, set her afire and send across a boarding party to take her home as a prize. Blockades, Fire Ships, Running Aground, and Weathergauge all play a role in a constantly evolving naval battle reminiscent of Horatio Hornblower. Simple rules, 40 counters, 176 color cards, for 2 - 8 players. **\$40.00**

COA KOLIN

In June of 1757, Frederick the Great and his highly trained army of Prussia, collides with the veteran troops of Austrian Field Marshall Von Daun. Frederick suffers his first defeat in one of the most vicious battles of the Seven Years War. Based on the popular La Bataille system, Kolin offers the first authentic treatment of battles during the Age of Reason. Special command and movement rules reflect the inflexible and difficult nature of commanding armies of the day compared to their Napoleonic descendants. With 420 counters, 3 34"x22" maps, standard and special rule books, charts, tables, and historical commentary. **\$55.00**

COA LA BATILLE D'ALBUERA-ESPAGNOL

A simulation of the hardest fought battle of the Peninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, much rid the field of their enemies, thereby lifting the siege of Badajoz, capital of Estremadura. All of western Spain hangs in the balance. With 34x22" map, 400 counters representing all units in the battle. **\$55.00**

COA LA BATAILLE DE CORUNNA-ESPAGNOL

1809, January 11th. A very much worse-for-ware British army straggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is not so much the condition of his army, but that the fleet has not yet arrived. And also, Marshal Soult is hot on his heels. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. **\$55.00**

COA LA BATAILLE DE LIGNY

The first of three boxed sets detailing the climatic moments of Napoleons last 100 days as Emperor. This game reproduces this epic encounter on four 34x22" period maps with nearly 1000 counters. Each hex is 100 meters. Infantry are presented in their regimental and battalion organisations. Cavalry are deployed in regiments, artillery by batteries. Distinctions are made between line, light, guard, and other elite formations. Each unit is rated individually for melee and fire combat, morale, movement and range. **\$70.00**

COA LA BATAILLE DE LES QUATRE BRAS

The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Arme'e to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. **\$70.00**

COA LA BATAILLE DE MONT ST JEAN

This is NOT a complete game. To use it you must own both La Bataille de Ligny and La Bataille des Quatre Bras. This rather heavy boxed set contains 4 maps that cover the entire Waterloo battlefield, a thick rulebook covering the battle, including 7 scenarios and extensive historical commentary, charts and tables. Questions that can be answered by playing these scenarios and reading the commentary are: Why did Napoleon wait until midday to start the battle, why did he wait 12 hours before chasing the Prussians at Ligny, why was not Ney stopped wasting time leading unsupported cavalry charges, etc. **\$60.00**

COA LA BATAILLE DE WAVRE

This is NOT a complete game. You must own La Bataille de Ligny to Deluxe Mont St Jean to use it. While the Battle of Waterloo was in progress, Blucher left one corps to wait and guard the Dyle River crossing for as long as possible, while the rest of his army hastened off to help Wellington. Thielemann, commander of this Prussian corps, was about to march off and leave his post when Marshal Grouchy's corps, sent to pursue the Prussians after fleeing Ligny, happened upon them. General Vandamme organised his troops and sent them in against Wavre, and the battle was in full swing. With 2 maps, thick rulebook with 4 scenarios, historical commentary, etc. **\$55.00**

PAR RISK DELUXE

Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. One battalion is a plastic infantryman, five are represented by a cavalryman, and ten are represented by a cannon. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold any 20 zones at one time. Combat is very simple, merely one die thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300+ plastic figures. **\$70.00**

S&T163 SEVEN YEARS WAR IN EUROPE 1756 - 1763

A simulation of the war between Prussia and a Coalition of European states, from 1756 - 63. While it resulted into a stalemate, the war consolidated Prussia's dominance of central Europe until its defeat at Jena in 1806. For two players or two teams, the goal is to gain control of as many central European fortress cities as possible without destroying the international balance of power. Contains advanced and standard rules, leaders, discipline and morale, fortresses, recruitment, diplomacy, rules for solitary play. 200 back printed counters that allow for fog of war, & map. **\$15.00**

GMT THE BATTLES OF WATERLOO

Modern warfare's most famous battle. Do you try to take Hougomont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to seize the crossroads; Ligny, where the Prussians received a licking from Napoleon; June 16, where as the French you must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the Battle of Mont St-Jean plus the battle of Wavre. Features rules with a historical flavour, 480 counters, 3 double printed maps, etc. **\$80.00**

AH WAR AND PEACE

In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist governments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **\$60.00**

AH WE THE PEOPLE

An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. As Washington you lead the fledgling forces of the Continental Army, given clandestine French aid. As the British Crown, you field your famous Regulars, aided by a powerful fleet. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. **\$85.00**

AH WOODEN SHIPS & IRON MEN

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, fouling, grapp-ling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! **\$60.00**

AMERICAN CIVIL WAR

GDW A HOUSE DIVIDED

A popular entry level wargame that is fun for beginners and experienced players. This is a simple strategic level wargame of the US Civil War. It has very few pieces to maneuver, and players have great freedom in choosing where to bring in new recruits each turn. Players spend much of the game fighting for control of a few key recruiting cities where new, less experienced troops are mobilized nearly as quickly as others are lost in battle. For 2 players. **\$48.00**

VIC ACROSS FIVE APRILS

Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. **\$75.00**

TGI APRIL'S HARVEST

April's Harvest portrays the surprised Union army and the Confederate drive through the Union camps. Later, the Union player will cross his fingers that the variable entry of Buell's Army of Ohio happens sooner than later. After avoid (hopefully) disaster, the Union player will be in a position to dish it out as the battle enters its second day. Rules recreate fast and furious action, fog of war, detailed morale, & 280 counters, 4 major scenarios, stunning 22x34" map, etc. **\$60.00**

COA AUTUMN OF GLORY

A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattanooga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. Players assume the roles of Rosecrans and Bragg. The strong union forces begin poised to sweep the board but their final objectives are geographically separated. The weak Confederate forces must remain flexible and hang on until help arrives. And how much help is coming is anyone's guess. Units during the game remain inverted on the map until combat occurs. With a 22"x34" map, 240 counters, two rulebooks, etc. **\$40.00**

COA CAMPAIGNS OF ROBERT E. LEE

A strategic-operational simulation of the eastern theater campaign, 1861 to 1865. 10 scenarios cover the bitter fighting that consumed Virginia, Maryland & Pennsylvania. The game's detail is quite extravagant, with 88 leaders individually rated for their initiative, administrative skill & tactical ability. Special rules cover Confederate sympathizers, Union observation balloons, partisan raiders, naval landings, etc, etc! Components include 600 exquisite counters and two stunning 34"x22" maps. I'm very impressed! **\$60.00**

COM17 GETTYSBURG - LEE'S GREATEST GAMBLE

July 1863: Lee's Army of Northern Virginia, seeking to win a decisive battle and thus change the course of the war, slugs it out with Meade's Army of the Potomac. This is game/magazine Command issue 17, and features 190 counters (brigade scale) and a 34"x22" map (half-mile per hex). Nice graphics and clean mechanics - good for a quiet evening. Command Magazine # 17 contains the following articles: Gettysburg, The Next Japanese-American War, Poland '39, New Light on the Iranian Hostage Rescue Mission, and various regular departments. 80 pages in all, with superb graphics. **\$15.00**

AH GERONIMO

This game actually looks pretty good. As Indian player your troops include the finest light cavalry the world has known: Apache, Sioux, Kiowa, Cheyenne, Comanche, Blackfoot, Arapaho, etc. Arrayed against this fierce cast are the technological gains borne of the American Civil War which brought opportunity followed by defeat. Against artillery, galling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Add the effects of Smallpox, Federales, Texas Rangers, tribal wars, and corrupt Indian agents, you begin to understand why Native Americans refer to the forty year period of 1850 to 1890 as the Trail of Tears. Players also change sides throughout the game to experience both the thrill of empire building and the agony of inevitable defeat. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts, etc. **\$75.00**

AH HERE COME THE REBELS

The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. **\$60.00**

COA LEES TAKES COMMAND

A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invincible Army of Northern Virginia. Union forces began the game poised to conduct the final assault on Richmond but their units are geographically separated and McClellan is a lumber. Powerful Confederate forces are massing on the Union right flank. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards, etc. **\$37.00**

AH ROADS TO GETTYSBURG

Part three in the Great Campaigns of the American Civil War series, this game covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war, a decisive military victory on northern soil in the summer of 1863 could bring the war to an end and gain independence for the Confederate States of America. As the Union General Meade, you have to catch this army and crush it to end the war. By the time this Gettysburg campaign is over, some 50,000 men will die. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. Game play includes a command rail, various types of actions, unit activation, etc. **\$75.00**

AH STONEWALL IN THE VALLEY

The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. In six weeks he out-maneuvers all three, taking them on individually, defeating them all and sending them fleeing from the Confederate's bread basket. With three beautifully hand painted maps based on Civil War originals, with roads, pikes, trails, railroads, villages, mountains, and waterways. Each of the many scenarios are unpredictable and can turn any way. With 2 counter sheets, rules, charts, counter tray, etc. **\$70.00**

AH STONEWALL JACKSON'S WAY

Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. Game I link-up with future ACW releases. 520 counters. **\$85.00**

VIC THE CIVIL WAR 1861 - 1865

A grandiose game that encompasses both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters. **\$65.00**

WORLD WAR I

S&T164 BALKAN WAR

An operational simulation of the two wars which were fought in the Balkans immediately prior to the First World War. There are two scenarios. In the first, Bulgaria, Serbia, Montenegro and Greece fight the decaying Ottoman empire for control of the Balkans, in which the Turks took considerable ground before asking for an armistice. In the second scenario, Bulgaria fights its former allies for the spoils obtained in the previous contest. Game mechanics include fog of war, diplomacy which includes special events, Great Powers, POW exchanges, mobilization railroads, amphibious operations, shock values, etc. 240 counters. **\$25.00**

AH COLONIAL DIPLOMACY

A stand alone game of Colonial Diplomacy, using all of regular Diplomacy's rules and game system.

The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! This game will not be printed in Australia as originally indicated. **\$99.00**

AH DIPLOMACY

A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! **\$65.00**

ADG FATAL ALLIANCES II

A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandinavian Off Map Box variant), a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th Edition to play this module. **\$40.00**

COA LANDSHIPS

Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geographic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918.. **\$45.00**

PAN WARLORDS

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! **\$10.00**

EXC WINGS

A plane to plan game of air combat during WWI. This is a revision of an old Yaquinto game, now with great box art and lovely color counters. The strengths and weaknesses of the French, British, Italian, German, and Austro-Hungarian units involved are accurately duplicated by 50 data cards that display all information needed to maneuver and fire. The system incorporates speed, climbing, diving, banking, turns, slips, skids, loops, rolls, ammo, ranges, zeppelins, bombing, etc. The scenarios cover a great variety of missions. With 3 21"x9" maps, two sheets of colorful counters, rules, data cards, reference cards, dice. For one or more players. **\$80.00**

WORLD WAR II

AH ADVANCED THIRD REICH

A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components include two painted 22"x31" map sheets with 1" large (60 mile) hexes, 1040 counters (Coops level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! **\$90.00**

EMPIRE OF THE RISING SUN

The Third Reich rules for the war in the Pacific. This can be played with Third Reich or as a complete stand alone game. Recreates the war in the Pacific in WW2 using the popular grand strategy rules of Third Reich. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, BRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with Third Reich. 5 counter sheets, maps, rules, etc. Oct. **\$99.00**

MB AXIS & ALLIES

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. **\$90.00**

RHI DECISION IN FRANCE

We've been able to grab a handful of this ziplock bag Rhino Game. Its June 25th, 1944: the allied armies are ashore in Normandy. The game illustrates the bloody bogage fighting in Normandy, the tremendous effort the allies undertook to breakout from the coast, the lightning fast mobile warfare across France, and the exploits of Patton's 3rd Army. Can the Germans mount an effective counterattack with the nine panzer divisions in Normandy? This and many other questions can be answered by playing the game. 400 counters, map, play aid cards, rules. **\$45.00**

JED EUROPE AT WAR

A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armored corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). **\$20.00**

AH NAVAL WAR

An amusing beer 'n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destroyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. **\$25.00**

GMT OPERATION MERCURY

In the Spring of 1941 the German blitzkrieg crushed the Balkans, and rapidly overran Yugoslavia and Greece. The Allied forces retreated to Crete, and Hitler was pressured to take the island as a.s.p. so that the Allies could not keep airbases there, as it was May and the invasion of Russia was set for June. So he sent in his crack Paratroop units and a Mountain Division, and though they took Crete, the airborne troops suffered so badly he never used them in a major operation again. Includes 400 counters, including Australia and New Zealand, 2 22x34 map sheets, dice, etc. **\$60.00**

AH SQUAD LEADER 4th Edition

An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, mortars, flamethrowers demo charges, AT guns, and so much more! **\$70.00**

► **CROSS OF IRON** An east-front expansion for Squad Leader that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. **\$55.00**

► **CRESCENDO OF DOOM** Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards, and 1324 counters. **\$65.00**

► **GI: ANVIL OF VICTORY** Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. **\$80.00**

AH UP FRONT

This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The

scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Components include 322 illustrated color cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire, ambushes, artillery, heroes, prisoners, and more. **\$50.00**

ADG WORLD IN FLAMES 5th Edition

Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea, air & political operations. With 1000 counters (30 nationalities). For 2 to 6 players. This game is so good Avalon Hill felt humiliated by THIRD REICH, so that they had to make the ADVANCED version! **\$85.00**

► DAYS OF DECISION 2nd Edition

A 1 to 7 player political game that can be used with WIF to form a 1936 to 1946 campaign extravaganza! As another great war becomes inevitable the world's powers must try to achieve military & political pre-eminence. The mechanics allow for peripheral conflicts to break out (such as an Italo-France war, or the Spanish Civil War), economic decisions, minor country coups & political alliances, plus the US Presidential elections. Contains 200 counters (including more WIF minor nationalities), 24"x16" political map, a mini-map of Spain, etc. **\$75.00**

► PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types)

Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (!), etc. **\$40.00**

► FATAL ALLIANCES II

World War One add-on for WIF. See description under WW1 heading. **\$40.00**

► AFRICA AFLAME Gold Edition

Contains 200 stunning double sided counters, and a new full color map of Africa. Includes optional rules, including synthetic oil plants, fortification units, Siberian shock troops, Chinese garrisons, an entirely new Russian entry system, Vlassov's Cossacks, etc. **\$30.00**

► ASIA AFLAME Gold Edition

Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. Other additional rules include artillery units, AT gun units, tank destroyers, field artillery, rail guns, amphibious units, minisubs, etc. **\$30.00**

► WORLD IN FLAMES ANNUAL Update 95

At long last, the WIF Annual, 84 pages packed with information about WIF. Includes country specific strategy notes, tactical hints on play, Harry Rowland's Russian Set-ups, force pool sheets for all countries, a look at Planes in Flames, a workable PBM system, complete errata for WIF, Days of Decision, and Planes in Flames. **\$35.00**

► SHIPS IN FLAMES

Provides very fleet carrier, light carrier, battleship, battlecruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. Allows you to expand WIF with hidden task forces, integrated submarine and naval warfare, separate carrier planes, technology advances, range, speed, separate attack & defense factors, transports, etc! 1000 counters, Task Force Display, rules. **\$50.00**

ADVANCED SQUAD LEADER

AH ADVANCED SQUAD LEADER

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an Index. An outstanding production! **\$90.00**

AH ASL ANNUAL '89

64 pages with 18 scenarios. Articles include a study of US/USSR manpower & material in ASL, historical commentary on SL with a comprehensive index, a bit of fun on Scottish Pipers with counter-art, the 8 steps to winning ASL tournaments, on-board mortars, and more! **\$30.00**

AH ASL ANNUAL '91

64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfest, and details of the German PzKpW Maus with counter art. **\$30.00**

AH ASL ANNUAL '92

80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more. **\$30.00**

AH ASL ANNUAL '93 Part A

80 pages with scenarios and articles on ASL. More details next catalog. **\$20.00**

AH ASL ANNUAL '93 Part B

48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Also covers the Canadians in ASL, reference notes, & a new fortification - Pacific Tiger Traps. Includes a card map lift out for the campaign game. **\$22.00**

AH ASL ANNUAL '95

Avalon Hill finally released the '94 ASL Annual, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, comprehensive Q&A and errata, minimizing the effects of routing, Normandy scenarios notes, etc. **\$40.00**

MODULE 1 BEYOND VALOR

Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. **\$90.00**

MODULE 2 PARATROOPER

This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. **\$50.00**

MODULE 3 YANKS

Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. **\$90.00**

MODULE 4 PARTISAN!

Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). **\$40.00**

MODULE 5 WEST OF ALAMEIN

An expansion set that features the British army, with 1264 counters representing everything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blindness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. **\$99.00**

MODULE 6 THE LAST HURRAH!

Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia (one has Polish Uhlan cavalry tackling Panzer IIAs from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). **\$40.00**

MODULE 7 HOLLOW LEGIONS



This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. **\$60.00**

MODULE 8 CODE OF BUSHIDO

Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. **\$95.00**

MODULE 9 GUNG-HO!

Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. **\$99.00**

MODULE 10 CROIX DE GUERRE (Cross of War)

This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. **\$85.00**

HISTORICAL MODULE 1 RED BARRICADES

We decided to stock this module against due to sudden demand after the success of Kampfgruppe Peiper I. The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, cellars, AT ditches, Soviet Molotov Projectors and the StuG 33B. Includes three separate Campaign games for street fighting. **\$60.00**

HISTORICAL MODULE 2 KAMPFGUPPE PEIPER 1

A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs, and has been painstakingly researched to ensure a maximum of historical accuracy., with roads, buildings, streams, etc. Elevations vary from -2 to +9. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexsides, and rules for running campaigns such as this one. **\$75.00**

HISTORICAL MODULE 3 KAMPFGUPPE PEIPER II

A companion that expands upon the MODULE 2, without adding any more rules, by covering in both scenario and campaign form, the concurrent battles for the nearby villages of Cheneux and La Gleize. With 3 new maps. Due ever?. **\$75.00**

SOLITAIRE MODULE 1 SOLITAIRE ASL

Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. As the German, you can also fight against Partisans. Unknown enemy units are represented on the mapboard by the presence of Suspect? markers, which could be dummies or nasty surprises! Random events each turn can also bring on reinforcements. With 14 new scenarios, 260 counters, generation cards, Chapter S. **\$70.00**

AFRICAN CAMPAIGN

JED (THE) AFRICAN CAMPAIGN 2nd Edition

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines. **\$25.00**

MOM TRIUMPHANT FOX

At 6.30pm, 26th of May, 1942. Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative highly interactive sequence of play. During the Operations Cycle you grapple with your opponent for the Initiative to activate your formations and conduct various actions. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. **\$75.00**

TGI TUNISIA Nov 1942-May 43

A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untired Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. A follow on game from the Guderian's Blitzkrieg, using the same rules system as Enemy at the Gates. With 780 counters, series and game rules, charts, 6 scenarios, etc. **\$75.00**

WESTERN FRONT

COA ACHTUNG - SPITFIRE

This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in which the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. **\$75.00**

VIC AMBUSH!

Designed specifically for solitary play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satchel charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more. **\$80.00**

AH B-17 QUEEN OF THE SKIES

A solitary game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll. Includes mission abort, ace gunners, random events, flak, 8 B17 damage locations, frostbite, weather, fighter cover, ect. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts. **\$50.00**

AH BATTLE OF THE BULGE 3rd Edition

The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's desperate Ardennes offensive. Three German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game features 194 counters, a 14"x22" mapboard, plus a 40 page book containing historical background. **\$40.00**

AH BREAKOUT NORMANDY

At last - another game using the superb area-movement system as Turning Point Stalingrad. It is a graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. The semi-simultaneous movement system provides the ultimate in player interaction-induced tension without the tedium of recorded moves. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. Includes solitary rules, sudden death victory conditions, a choice to opt between assault or bombardment, etc. A 16"x44" mounted mapboard, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. Superb. **\$70.00**

GMT BRITAIN STANDS ALONE

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiority and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? Play the game and find out for yourself! Additional campaign notes allow players to begin the game by fighting the Battle of Britain, adjusting the invasion possibilities based on the outcome of the air battle. With 480 counters, two maps, rules, player aid cards, etc. **\$60.00**

AH D-DAY 3rd Edition

Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex), and an illustrated 36 page battle history. Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. **\$40.00**

GMT FRANCE 1940, VICTORY IN THE WEST

Uses the same system as Arctic Storm. Has extensive historical information, including highly accurate orders of battle, historical commentary, and the most detailed wargame map of France and the lowlands yet published. Rules cover exploitation, reaction, panic, overruns, blitzkrieg, refugees clogging up roads, plus a flexible air game. Scenarios include fall of Holland, a full historical campaign, and 18 alternative historical options to test out. Includes 720 counters (with bicycle units!), two maps, reference cards, etc. One to two players, 2 - 20 hours. **\$75.00**

JED FORTRESS EUROPA

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. This is an unboxed game. Very entertaining, and cheap! **\$12.00**

AH LONDON'S BURNING

August 1940: Defend London against German bombers and fighters in this solitary WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. But you only have so many RAF pilots, so use them sparingly. Can also be played two player, German vs British, or can be two British players against the game driven Germans. **\$70.00**

COA OVER THE REICH

Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information and statistics, adding depth and realism to the game. Rules are extensive and include scenarios. **\$55.00**

AH PANZER LEADER

A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944 to '45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cars, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction. **\$65.00**

AH RAID ON ST. NAZAIRE

At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. This is a squad-level game where assault & demolit-ion teams must eliminate key objectives before programmed German reinforcements counter-attack in strength. Contains 260 counters & a point-to-point system 16"x33" mapboard. **\$65.00**

3W THE LAST BLITZKRIEG

A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game scale is 2 miles to a hex and each turn is 12 hours. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. There are also a deck of 10 random event cards based on events that occurred or were alleged to have occurred during the battle. With 300 counters, rules, charts, 34"x22" map, etc. **\$35.00**

GMT THE RISE OF THE LUFTWAFFE

Volume One in the Down in Flames WW2 air combat card games. Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Moranes or P-11cs with the Poles. Also has Fw-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of

Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railroads, etc. **\$55.00**

EIGHTH AIR FORCE

An expansion for Rise of the Luftwaffe. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. You are given the major fighter and bomber aircraft flown by the German, British, Russian, and USA air forces. You will experience the dawn of the jet age with the introduction of the German Me-262 and Me-163; the pressure of leading British Lancaster heavy bomber formations at night; etc. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, 8 target area displays, etc. **\$85.00**

JED VICTORY AT SEA

A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers; as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginner's, and experienced gamers who want a short 'r' sharp game. Mechanics include admirals, German oilers, port repairs, convoys, secondary fire, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard. **\$30.00**

NAV ART PRINT OF KING TIGER, PANTHER, STURMTIGER

Okay, so these are not games. But being related to WW2, we thought this was the best place to put them. These high quality art prints are reproductions of ink wash and line drawings by Randall Wilson. Each print is 68cm x 48cm. The three titles are:

| | |
|-------------------------|---------|
| ART PRINT OF KING TIGER | \$25.00 |
| ART PRINT OF PANTHER | \$25.00 |
| ART PRINT OF STURMTIGER | \$25.00 |

EASTERN FRONT

TGI BLACK WEDNESDAY

A stunning grand tactical simulation of wargame on the Eastern Front. It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly anointed 63rd Guards Rifle Division lead the attack supported by the 72nd and 43rd Rifle divisions, and also supported by tanks of the 1st Red Banner Tank Brigade. Following the intense Soviet assault on the dug-in Spanish, the Germans counter-attacked en masse. With individual vehicles and infantry platoons, 1040 counters, 2 x 22"x34" maps, series and game rules, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. **\$75.00**

COA BORODINO '41

The Germans thought end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorized Divisions reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severely that within five days they lost half their tanks and had to dissolve one SS regiment - with only taking Mozhaisk. But this time more Soviet reinforcements has arrived. Can you as the German player succeed where historically they failed? Can you breach through? 280 counters, maps, rules, etc. **\$65.00**

S&T152 CASE GREEN

A magazine game from Strategy & TACTICS #152 that simulates a hypothetical German invasion of Czechoslovakia in 1938 - At Munich Hitler's spiteful harangue for the Sudetenland falls; the Czech people, buoyed by the possibility of French & English support, declare their nation inviolable to Germany's demands. The Wehrmacht, spearheaded by 3 young panzer divisions, crosses the border and advances on Prague. Components include 200 counters (mostly divisions & regiments) and a 22"x34" map (7.5 miles per hex). Mechanics include air power, fortifications, para drops, mobile assaults, random events, supply, etc. **\$10.00**

RHI CAMPAIGN TO STALINGRAD

We've been able to snaff up a few copies of this game by Rhino Games. The game is a good, balanced, traditional wargame in the league of Russian Campaign, though a little more complex. Includes 800 counters, two map sheets, lots of play aid charts, etc. Each turn is three days, and each hex is 16 km. Most units are divisions, but there are also Soviet Tank, Cavalry, and Mechanized Corps, along with independent brigades, regiments or battalions. Can you as the German player smash through the Soviet defenses to take Stalingrad and prevent your forces from being cut off? Can you as the Soviet player hold onto the vital city while encircling and trapping the German army so that it cannot break out? **\$70.00**

3W ENDKAMPF: Last Battles of East Prussia 1945

Now in January 1945, the Soviets are finally ready to bring the war into Germany itself. Two Soviet fronts attack, with 1,220,000 troops, 3,200 tanks, 8,000 guns, 3,000 aircraft. The German forces attempting to hold them at bay muster 780,000, 8,200 artillery, 800 tanks, and 775 aircraft, which includes elite units such as Hermann Goering. With 3 historical scenarios and 12 "what-ifs" that let you find out what would have happened, for example, if the Soviets had attack from the South. 34x22" Map, rules, 300 counters, charts, tables, etc. **\$40.00**

TGI GUDERIAN'S BLITZKRIEG Sep 21-Dec 20 1941

This game of Guderian's drive on Moscow, from Sep 21 to Dec 20, 1941, has been given rave reviews, and at the insistence of Bradley Ellis (the previous Mil Sims artist) we have got some in. This is the first in the new Operational Combat Series games, OCS, which are an in-depth series requiring the utmost use of operational resources of units, supply, and transportation. Both players find themselves confronting operational puzzles of the highest magnitude as they attempt to apply their limited resources. There are tons of supply counters, transport counters, and each unit counter is given a combat facing and a movement facing on the back. As such this is an extremely realistic game. It also features tactical surprise effects, special units, realistic blitzkriegs, 1260 superb counters (ask Brad!) which include aircraft, 6 teaching scenarios, 8 major scenarios, and many play aids. Two 22" x 34" color maps. Excellent. **\$55.00**

GMT LOST VICTORY KHARKOV 1943

It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dnieper, with only a thin grey line to stop it. Hitler put Manstein in charge of the defense. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; many different combat types; and special rules for weather, recon, reaction, HQs, fuel depletion, uprisings, etc. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. **\$65.00**

AH PANZERBLITZ

The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle simulations take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The playing pieces are accurate symbolizations of the platoon and company sized units which fought on the Eastern Front in World War II. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. **\$60.00**

JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanized forces, without being buried by a barrage of rules - experience the crushing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. **\$25.00**

AH RUSSIAN FRONT

Recreates Operation Barbarossa, Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the huge campaign. Features basic, advanced, and optional rules, with the inclusion of naval and air assets. Combat occurs within the hex (units suffer incremental losses) and can take more than one round to resolve. With 518 counters, colorful 32" x 22" mapboard, assorted reference cards, basic rules folder, battle manual, and die. **\$65.00**

TGI STALINGRAD POCKET 1942

Features a new easy to learn and use game system, with rules that are simple. Soviet play requires the optimum use of a ponderous and fragile weapon - the Red Army of '42. German play requires sabre-like use of mobile reserves, and lightning hit and run attacks designed to derail the Soviet military machine. Contains 22" x 34" map, 420 full color counters, 3 scenarios. For two or more players, turns are 2 days, hexes are 10 km. Units are regiments & divisions. **On special for \$30.00**

GMT TYPHOON Drive on Moscow 1941

In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintegrate as expected. Instead, their huge losses were reinforced by Siberian and other reserves numbering 1.2 million. With 960 counters, three 22"x34" maps, six scenarios, sequence of play which highlights Axis armored breakthroughs, air combat rules, counters include artillery, rocket artillery, engineers, bridge units, etc. **\$80.00**

AH TURNING POINT: STALINGRAD

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden breakthroughs, encirclements, tenacious defence & week-long stalemates. Additional details like rubble, artillery barrages, fortifications, & air support add zest to a highly playable and closely-fought game. Features a lavish 16"x44" mapboard (area movement) & 384 counters (battalion level). **\$50.00**

PACIFIC THEATRE

AH GUADALCANAL

The first real check to Japanese expansion, the Battle of the Coral Sea in May 1942, and the first Allied offensive in the Pacific, the Battle of Guadalcanal, November 1942, all took part where this game is set - the Solomon Islands. Midway paved the way for this Allied offensive, when in August the US took an air-strike on Guadalcanal from the Japanese, converting it into their own. This game features three mounted mapboards (two search & one battle), six scenarios, excellent visual aids such as Operations Cards, 356 counters, & easy to learn rules. Thoroughly recommended. **\$70.00**

3W LONG LANCE & HENDERSON FIELD

Two games in one centred on Guadalcanal. Henderson Field is a 2 player struggle for the island, with infantry units, tanks, LVTs, artillery, AT, engineers, air-craft, and anti-aircraft. With 3 scenarios, a 26 turn campaign, Fog of War, ammunition, etc. Long Lance is a two player game simulating the vicious naval engagements off Guadalcanal in 1942, including scenarios Savo Island, Lunga Point, Cape Esperance, First and Second Guadalcanal, and Tassafaronga Point. With individual battleships, cruisers, and destroyers. 500 counters, 2 maps, 2 rule books, charts, tables. **\$50.00**

AH MIDWAY 2nd Edition

After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the U.S. navy to its doom. But those deceitful orientals weren't going to fool old Nimitz, with a little help from cryptologists the trap was revealed, and a counter-ambush prepared. This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. **\$45.00**

VIC PACIFIC WAR

In 1941 Japanese investment in foreign real estate was causing a hell of a lot more anxious teeth-grashing than it is now! In 1942 loses at Midway & Guadalcanal foreshadowed the coming dominance of U.S. strategy, thus the wily Emperor decided on a secret economic campaign that would eventually enable Japan to buy the world! This is a big game with fully integrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! **\$100.00**

3W "SCRATCH ONE FLAT TOP!"

A simulation of the battle for the Coral Sea, the first naval engagement that relied on search-planes for target acquisition, & dive-bombers for firepower - the opposing ships never physically saw each other. Mechanics include fuel limitations, weather fronts, critical decisions on search patterns, land-based air, submarines, shore bombardments, and more. Contains 10 scenarios, 200 counters, & 2 movement/search maps. This game is normally \$50.00. **\$33.00**

COA THE RISING SUN Command at Sea

A World War II Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your lounge room floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not on rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. Includes 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship and data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. **\$70.00**

COMMAND AT SEA PLAYERS HANDBOOK A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play. **\$10.00**

VIC TOKYO EXPRESS

A solitaire game of desperate nightly naval battles fought off Guadalcanal in '42. The US Player must select and employ task forces to hunt down Japanese merchant ships, but must be wary of prowling enemy warships. Five nightly major surface actions were fought between August and November, between these Japanese "Tokyo Express" runs, and the blockading US warships. With 3 levels of complexity, a 2 player game option, 676 counters, 1 22"x32" map, 120 cards. **\$80.00**

AH VICTORY IN THE PACIFIC 2nd Edition

Ideal for beginners or for those who want a quick-playing campaign with generous lashings of dice tossing, & where slugging a cold brew or two (or more) won't be detrimental! This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamroller faeces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. **\$55.00**

POST WORLD WAR II

AVA ACQUIRE Deluxe Edition

Not really a wargame, but I thought I'd put it here anyway. Acquire is a famous and popular game that has been re-released by Avalon Hill in a deluxe edition. It is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonuses in a calculated race to acquire the greatest wealth. Supplementing this time honored basic game are the addition of five new variations to provide new challenges to veterans of the financial wars. With 14x22" color mounted mapboard, 3 sheets of hotel counter sheets, 7 sets of stock certificates, play money, etc. **\$60.00**

GMT CRISIS SINAI 1973

In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their

crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by new Soviet SAMs, seen here for the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. This boardgame places you in the shoes of each protagonist. Can you, as the Egyptian player, achieve what they almost achieved? With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. **\$75.00**

AH IDF - Israeli Defense Force **
Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraq, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. **\$90.00**

VIC VIETNAM 1965-1975 ****
A demanding simulation of a complex war, with 9 scenarios & a grueling campaign. The rules include a detailed treatment of movement & terrain, search & destroy operations, special forces, firepower, air mobility, riverine craft, limited intelligence, auxiliary units, South Vietnamese Politics, morale & commitment, strategic bombing, pacification, recruiting, hot LZs, free-fire zones, patrol ops, naval gunfire, and much more. Players require dedication & skill to achieve victory, as the rich game mechanics realise the manifold difficulties that the plagued both the combatants and their leaders. Components include 780 counters (divisions, regiments & battalions) and two 22"x32" maps (6 miles per hex). **\$60.00**

TGI YOM KIPPUR **
In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world vowed revenge. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile. This is a game of the crossing and the bitter fighting along the banks of the Suez Canal. Both players must position themselves to be able to win when a cease-fire occurs. With a 22x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. **\$55.00**

WORLD WAR III

AH FIREPOWER ***
Quite a detailed skirmish-level game of modern infantry squads in the urban & wilderness environments. Features 3 levels of rules complexity, covering multi-level buildings, bunkers, variable movement speeds, weapon reliability, mines, canister & flame weapons, body armour, prisoners, target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal characteristics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8"x22" mapboards (5 yards per hex). **\$60.00**

VIC FLASHPOINT: GOLAN! ***
The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). Originally \$80.00 - please - buy a copy & give it a home! **\$35.00**

AH FLIGHT LEADER **
Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, covering crew experience, gunnery combat, basic/advanced/optional maneuvers, sun glare, cloud cover, unpiloted aircraft, ECW warfare, campaign play, etc. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). **\$50.00**

AH M.B.T. **
Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. **\$70.00**

SUP SUPREMACY **
Components include 370 plastic playing pieces, a 20"x30" global mapboard, a deck of 65 resource cards, and 260 very high denomination bills of play money. Two to six despots, driven by avarice and a lust for power, seek to dominate the world! Conquest is achieved, albeit slowly, through a blend of shrewd economic proliferation, machiavellian diplomacy, and ruthless military strategies. Each nation must compete ruthlessly with its neighbours to expand its financial base - procuring natural resources and trading for profit on the world market. Huge sums of money are thus accumulated, and what else can you spend it on besides military hardware? The answer's nothing - so armies, navies & nuclear warheads suddenly proliferate. These tools of destruction are generally waved at an opponent in a threatening manner, until they in turn purchase some for similar coercive displays. What happens when two to six megalomaniacs fool around with nuclear weapons? Usually Armageddon! End of game. **\$99.00**

◆ **SUPREMACY RULES VERSION 3.0**
The latest edition rulebook, allowing those of you with the earlier version of the game to update it to Version 3.0 without having to fork out \$99.00. **\$10.00**

◆ **COLONIAL LEGIONS & MERCHANT MARINE** Comes with 480 Armies and Colonial Legions in superpower colors; 160 navies and merchant ships; 160 decals for ships' 18 nuclear mushroom clouds, and also new rules for using the pieces, etc. **\$55.00**

◆ **FORTUNA** Rules for News, Rumours or Acts of God, ie, natural, economic, & political disasters such as coups, plagues, droughts, etc. **\$35.00**

◆ **NEUTRON BOMBS & KILLER SATELLITES** Strategic weapons that will affect military postures & readiness, including Solos & Spaceports. 348 pieces. **\$40.00**

◆ **RESOURCE DECK TWO** These cards change the country of origin for all grain, oil and mineral companies, thus rearranging the global strategic network. New off-shore resource locations. **\$25.00**

◆ **THE HIGH TECH EDGE FOR STRATEGIC FORCES** Players can secretly develop nukes & neutron bombs with payloads of 5 warheads! L-stars & killer satellites can also be upgraded to counter this threat. Includes four decks of cards. **\$40.00**

◆ **THE MIDDLE POWERS** Introduces two new superpowers: the Federation of Australasia & the Dominion of Canarctica, allowing an extra 1 or 2 players to join in on the mayhem! Contains 216 plastic markers. **\$30.00**

◆ **UNCONVENTIONAL FORCES** The sinister side of world politics, assassins, spies, saboteurs & exclusive, top-secret weapons. **\$35.00**

◆ **WARLORDS & PIRATES** Neutral territories/seas now become the domain of militant regional forces that can harass or aid the players. **\$25.00**

◆ **MEGA SUPREMACY RULEBOOK** 186 page softcover detailing the basic mechanics plus the rules introduced in the expansion sets. Includes tribute payments from foreign territories, fully detailed turn stages with expansion phases, reference charts, build tables, treaty forms, bond certificates, etc. **\$45.00**

◆ **MEGA SUPREMACY MAP** So much for being a large vinyl map! It's a large map alright, but only flimsy paper printed on one side. But it is rather large, and you will easily be able to fit all those plastic pieces on it. **\$40.00**

THE FLEET SERIES

VIC 2nd FLEET ***
A comprehensive series of strategic naval warfare, with battles being resolved in tactical detail. Each counter represents individual ships or aircraft squadrons. Time scale is 8 hours per turn - map scale is 46 miles per hex. Three levels of rules complexity offer a comprehensive, but not unwieldy, system that covers base/port damage & repair, squalls, Marine assaults, tactical nuclear warfare, fuel & ammunition depletion & replenishment, satellite detection, etc. This game covers the Soviet Red Banner Northern Fleet's battle with NATO for control of the North Atlantic & Arctic Oceans. Contains 644 counters (from 7 nations), two 22"x32" maps, 10 scenarios. **\$75.00**

VIC 7th FLEET ***
The Soviet Red Banner Pacific Fleet must stop the Americans from reinforcing South Korea as North Korean forces make a second invasion. Components include 740 counters (from 11 nations, including Australia), and three 22"x32" maps. Features 9 one-map scenarios, & 4 advanced campaign games. The rules include shallows, drift ice, cruise missiles, limited detection, AEW aircraft, in-port replenishment, minelaying, weather effects, and more. **\$85.00**

VIC 6th FLEET ***
Naval conflicts in the oil-rich, volatile Mediterranean. Contains 644 counters represent 16 nations, two 22" x 32" maps, and 14 scenarios, including a campaign. **\$80.00**

VIC 5th FLEET ***
Covers the battle for the Indian Ocean, a brutal confrontation between Russia and NATO that will determine who controls the Persian Gulf, and its vital oil supplies. Includes the variable alliances of India, Iran & Indonesia. Components feature 740 counters (representing 21 nations), plus three 22"x32" maps. The game includes 9 scenarios & 3 three-map campaigns. Mechanics cover deep-diving Soviet subs, weather, sea-skimming SSMs, helicopter mine-sweepers, mid-air refueling, sea-skimming missiles, stand-off ASW attacks, and more. **\$85.00**

VIC 3rd FLEET ***
A medley of naval operations with three 32"x22" maps - features 12 one-map scenarios that cover a major Soviet offensive in the inhospitable waters of the North Pacific Aleutian Islands; the mother of all Cuba missile-crises in the 1990's Caribbean; and an awfully destructive slug-fest in the confines of the Atlantic; English Channel & North Sea! Features 740 counters - representing the navies of 15 nations, each ship is evaluated in 10 different areas of modern combat. New mechanics include stealth aircraft, torpedo decoys, long range SAMs, the Soviet Tbilisi carrier, and U.S. seawolf submarines. **\$80.00**

Science Fiction

FAS BATTLETECH 3rd Edition **
By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs.

Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighboring space, and limited war reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. This 3rd edition comes with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc.), movement, combat, etc. It also has 4 scenarios, details on the Successor States, Mercenary Companies, Bandit Kings, MechWarrior Families, Mech anatomy & Regimental organisations. There are two 22"x17" maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderbolt, Rifleman, Wolverine, Marauder, Wasp, Ph Hawk, Locust, Warhammer, Stinger & Crusader, direct castings of Ral Partha Mechs! **\$39.95**

◆ **THE BATTLETECH COMPENDIUM**
Once you've mastered BATTLETECH 3rd Ed, you'll be ready to update your game to 3050, where old technologies have been recovered, allowing new weapons such as pulse lasers, Streak SRMs, Ultra and shotgun autocannons, and new defenses such as Xtra Light engines, double heat sinks, foam titanium frames, etc, to be used. The COMPENDIUM contains ALL the rules required to play BattleTech and AeroTech, and covers all weapons and defensive technologies, designing mechs, turn sequence, advanced rules, optional rules, infantry, vehicles, VTOLs, etc. A 144 page book with color plates. **\$16.50**

◆ **BATTLETECH COMPENDIUM: The Rules of Warfare**
This hardcover book celebrating the tenth anniversary of BattleTech. Contains all the rules needed for BattleTech, for Mechs, vehicles, and Infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elements, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20, etc. And a map of the Inner Sphere. **\$40.00**

◆ **BATTLELANE Miniatures Rules**
This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **\$40.00**

◆ **BATTLESPACE**
This is a complete game of aerospace and starship combat in the BattleTech universe. It replaces AeroTech. Set in 3056, it includes all the stats on Jumpships, Dropships, and Star League and Clan warships. The rulebook includes Clan rules of engagement, special actions such as evading, roll-overs, etc. Optional rules include nuclear weapons, atmospheric effects, hyperspace travel, repairs, full construction rules, etc. There are heaps of full color counters, maps, & dice. **\$55.00**

◆ **BATTLEMECHS** This box contains the 14 plastic miniatures contained in the new 3rd Ed BattleTech. They are direct castings of the Ral Partha metal figures. **\$27.00**

◆ **BATTLETECH MAP SET #2** 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the CityTech & BattleTech maps. **\$35.00**

◆ **BATTLETECH MAP SET #3** Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. **\$35.00**

◆ **BATTLETECH MAP SET #4** Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. **\$35.00**

◆ **BATTLETECH RECOGNITION CARDS** 160 mechs, each with their own card, full color, all relevant game stats, color key which breaks mechs into 3025 & 3050 or Clan, and weight class. Each mech is also given its Mechforce USA combat value. **\$40.00**

◆ **BATTLETECH REINFORCEMENTS II** Boxed set with 82 colour 'Mech counters from the TECHNICAL READOUT 3050. Includes prepared record sheets & plastic stands. **\$45.00**

◆ **BATTLETECH TACTICAL HANDBOOK** An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech units. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. **\$24.00**

◆ **BLACK THORNS** Based on the events in the novels Main Event and DRT, this book includes a history of the Black Thorns, as well as Mechwarrior stats, etc. **\$20.00**

◆ **CITYTECH 2nd EDITION** At long last the new edition of CityTech is here. This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTech Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. **\$50.00**

◆ **CITYTECH KIT** Contains 2 22"x17" city maps, + 256 counters depicting various 'Mechs, buildings, vehicles & infantry. The rules appear in BATTLETECH COMPENDIUM. **\$15.00**

◆ **CHAOS MARCH** Gives players the information they need to run games and campaigns in the troubled Sarna March. An up to date look at the many factions and employment opportunities on the planets in the area, also rules and equipment, with a chapter on Outreach. **\$24.00**

◆ **COMSTAR SOURCEBOOK** Examines the elusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. **\$30.00**

- ♦ **DAY OF HEROES** A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in the March Rebellion, as seen in Blood of Heroes novel. This module also finishes off the novel Blood of Heroes, which ended without resolving the combat situation. **\$16.50**
- ♦ **FIRST SOMERSET STRIKERS** A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the US. Every character, Mech, and vehicle of the show is detailed in this book. **\$35.00**
- ♦ **HOT SPOTS** Rulebook adding further rules regarding being a mercenary. Nov. **\$22.50**
- ♦ **INVADING CLANS** The third sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are the Smoke Jaguars, Nova Cats, Diamond Sharks, and Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and Second Line Mechs; & history of combat for each Clan, etc. **\$35.00**
- ♦ **LUTHIEN** Scenario pack which details the entire Clan invasion. With map, tracked, 20 wheeled vehicles, 25 hovercraft, 3 naval vessels, 8 VTOL systems. **\$22.50**
- ♦ **MECH RECORD SHEETS 3025** Record sheets from Tech Readout 3025. **\$16.00**
- ♦ **MECH RECORD SHEETS 3055** I think the title adequately explains all. **\$16.00**
- ♦ **MECH RECORD SHEETS 3055/3058** The first in an all new series of books with 250 pages of pre-generated record sheets for the two mentioned Tech Readouts, but also including known variants and alternate configurations. Due Nov. **\$30.00**
- ♦ **MEDIUM OMNIMECH TECHPRINTS** Stunning full color cut-away views of the four Clan medium omnimechs. Each print is 22" x 34". **\$33.00**
- ♦ **OBJECTIVE RAIDS** A campaign sourcebook detailing the unit disposition of all known Inner Sphere & Clan forces, down to Battalions. All the major industrial worlds are also listed, with data on Mech manufacturing, component products, and garrison units. 192 pages. **\$30.00**
- ♦ **PLASTECH** Contains 16 1/28th scale plastic Mech miniatures - two each of the following: Atlas, Blackjack, Catapult, Hunchback, Locust, Panther, Trebuchet & Valkyrie. **\$35.00**
- ♦ **TECHNICAL READOUT #1 3025** Includes game statistics, technical background, and an illustration for 55 Mechs variant s, plus conventional vehicles, combat aircraft, etc. **\$30.00**
- ♦ **TECHNICAL READOUT #2 3026** Vehicles & Infantry combat equipment. **\$30.00**
- ♦ **TECHNICAL READOUT #3 2750** Earlier Mechs & conventional weapons. **\$30.00**
- ♦ **TECHNICAL READOUT #4 3050** The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. **\$30.00**
- ♦ **TECHNICAL READOUT #5 3055** Illustrations (some in colour), descriptions & stats for Inner Sphere Mechs, Clan OmniMechs & Omnifighters, 2nd-line Mechs, and refits! **\$30.00**
- ♦ **TECHNICAL READOUT #6 3057** Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewal of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. **\$30.00**
- ♦ **TECHNICAL READOUT #7 3058** Ongoing research across the Innersphere has uncovered dozens of BattleMech and vehicle designs through lost. Retooled for the 31st Century, these discoveries have become the latest weapons in the Innersphere's war against the Clans. With new Innersphere and Clan mechs, new tanks, hovercraft, etc. Due Sep. **\$35.00**



- ♦ **THE FALCON & THE WOLF** A BattleTech scenario pack that pits Clan against Clan. The battles featured in Bred for War and I am Jade Falcon are included, as well as many others that feature the epic Trial of Possession between the Wolf and Jade Falcon Clans. Includes special Clan rules regarding trials. **\$20.00**
- ♦ **TUKAYYID** Gives players the chance to change history. More than 25 scenarios represent all the major engagements of Tukayyid. As the Clans, players may engage in bidding to determine who among them is worthy to lead their forces to victory. As the Comguards the player must use superior numbers and guerrilla tactics to overcome the Clans technological and skill advantage. **\$24.00**

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

- SSG CAR WARS 3-D** ♦♦
Soldiers & Swords have taken over the Car Wars license. All the rules have been rewritten, although the basics are still the same. Game play is more streamlined, car are now 1:87 scale, and this boxed set comes with 4 metal cards, tons of accessories, rules, 4' x 4' arena, etc. Due Mar. **\$99.00**

- TAS FEDERATION & EMPIRE (DELUXE) 3rd Edition** ♦♦♦
A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... but it's rather expensive! **\$99.00**
- ♦ **CARRIER WAR** Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign, 48 page rulebook, 324 counters, 32 p setup. **\$40.00**
- ♦ **SPECIAL OPERATIONS** Includes stasis field generators, electronic warfare, light tugs & tug pods, auxiliary carriers, & two scenarios. With 324 counters, 16 page rules, 6 charts, and a special scenario mini-map. **\$22.50**
- ♦ **F&E MODULE 2: MARINE ASSAULT** Marines may seem out of place in a sweeping game of strategic space combat, but not so. Marines are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 ctrs. **\$30.00**

- GLO LEGIONS OF STEEL** ♦
A fast paced miniatures game of conflict in the near future. Human commandos in power armor invade an enemy base complex or space ship, and are assaulted by hordes of killer android organisms, including skeletal G1 Nightmares, and the Mark 1 Assault Fiend. The game is fast moving and has a Space Hulk feel. Components include 19 metal miniatures (called 25mm but really around 30mm), 48 full color interlocking map templates, 86 color counters, 24 stand up doors, rulebook containing 8 scenarios, etc. For 2 players, each game 1 to 3 hours. **\$80.00**
- ♦ **LEGIONS OF STEEL UNLEADED**
The exact same game as above, except with standup cardboard pieces instead of the metal miniatures. The result is a cheaper price. **\$60.00**
- ♦ **LEGIONS OF STEEL DEMO MACHINE**
A micronized, complete game of Legions of Steel, packaged in a neat miniatures case, complete with 9 40mm metal miniatures. Has a reference sheet, paper map, counters, and 38 page rulebook (with tiny pages). Focuses on the United Nations in space, taking on borgs on space hulks. **\$40.00**

LEGIONS OF STEEL PREVIEW

In the original boardgame, the focus of action was indoors, underground, close-in fighting. But in this pre-release book the action is taken outdoors. Entire platoons of powered infantry clash against mechanical hordes and killer Colossi. This supplement has 50 pages and includes a response form for you to return to Global Games if interested. **\$12.00**

♦ **LEGIONS OF STEEL ALIEN SOURCE BOOK** A 96 page book which introduces us to the Black Empire, the Infranties and the Fantassians. Provided is an overview of each race's physiology, culture and history. There are six new scenarios, charts, and tables, and painting schemes. **\$20.00**

NUCLEAR WAR

A beer and pretzels, tongue in cheek game that takes off the Cold War. It is basically a card game which includes international diplomacy, propaganda, and potentially, nuclear holocaust. 2 - 6 players engage in touchy negotiations until a warmonger pushes the button. Easy to learn and fast to play. But if everybody is wiped out in a holocaust, nobody wins. Includes 100 cards, with warheads, missile & anti-missile, secret & topic secret, propaganda; 40 population markers, player mats, rules. **\$45.00**

NUCLEAR ESCALATION

A stand alone card game, which can also be combined with Nuclear War if desired. It follows the same basic format, but adds new cards and tactics, such as space platforms (for purposes of peace, of course), supervirus, spies, cruise missiles, etc. With 108 + cards, bomb die, player mats, etc. **\$45.00**

NUCLEAR PROLIFERATION

Also a stand alone card game, which can be combined with the previous two games. You choose which farical country you play, use its special powers, secrets, top secrets & propaganda, and try to take over the world. New weapons/cards are stealth bombers, subs, scud missiles, atomic cannons, patriot missiles, saboteurs, etc. A lesson in the futility of atomic warfare. **\$45.00**

♦ **NUCLEAR WAR BOOSTER PACKS** Each booster pack contains 8 cards randomly inserted from a range of 47 all new cards. You can use these additional cards with Nuclear War, Nuclear Escalation, or Nuclear Proliferation. **Each \$4.00 ea** **Display \$180.00** 400 cards

WIZ ROBO RALLY Revised Printing

A unique and highly amusing board game designed by Richard Garfield, the designer of Magic the Gathering. The game is set of a distant planet which is an automated factory world that manufactures widgets. But the robots maintaining the factories are bored, and they accidentally discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyor belts, fired by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first 'robo-rally', where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyor belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pewter robots, 6 mounted, interchangeable mapboards, 84 program cards, 26 option cards, rules & counters. **\$70.00**

IRO SILENT DEATH UNLEADED

A vast galactic empire collapses, its great navy literally beheaded by the Emperor's death. A high-tech feudal war begins as the fragments of civilisation jostle for prominence. This is an entertaining tactical simulator of battles between proud Starfighter Wings. The fast-playing mechanics cover missiles, torpedoes, drifting, asteroids, damage control, gunnery duels, damage tracks, etc. Starship pilots & gunners have variable skill levels which improve with every successful mission, thus promoting campaign games. Includes six 22"x17 maps, 172 counters (with 40 colour starships), and 13 (+DYO) scenarios. Note new price. **\$32.00**

OVERKILL: THE PTOLEMEAN WARS

A module of interstellar warfare between the Colosian Fleet & House Ptolemaeus. Includes 7 new fighter & 2 gunboat designs, 12 fighter wings, 12 scenarios, 2 campaign games, Rules Annex #1 (new cannons, projectors, warheads, pilot luck, life pods, etc), plus 180 counters. **\$22.00**

NIGHT BROOD

The Hatchlings swarm forth from within the depths of the Clutch Worlds, alien starfighters eager to throw back the human frontier. This box set includes 6 metal miniatures, a hatchling sourcebook, colour counters, scenarios, 8 Terrain fighter wings & special Hatchling dice! **\$32.00**

TAS STAR FLEET BATTLES CAPTAIN'S EDITION BASIC SET

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. **\$65.00**

SFB ADVANCED MISSIONS

Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) erratic maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (with stats for over 100 new ships), & 216 counters. **\$65.00**

CAPTAIN'S RULEBOOK

This comprehensive, and rather expensive boxed set contains the CAPTAIN'S EDITION BASIC SET rules described above, the ADVANCED MISSIONS rulebook, the New Worlds I & II modules, 10 page dividers with reference charts, and some SFB stickers (for a binder). Note that there are no starship counters in this boxed set - you MUST have Capt's Ed Basic Set. **\$80.00**

CADET TRAINING MANUAL STAR FLEET BATTLES

for beginners. This 48 page primer covers movement, combat, energy allocation, drones, torpedoes, etc. Includes a 11"x15" star-map, 40 counters, 13 scenarios (each introducing new rules), & 9 SSD ship forms. Cute! **\$15.00**

♦ **CAPTAIN'S LOG #9** 80 page book containing story, weapons, scenarios, map, tactics, Fed & Emp article, & 4 new carrier SSDs. **\$18.00**

♦ **CAPTAIN'S LOG #10** 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATION & EMPIRE stuff, etc. **\$20.00**

♦ **CAPTAIN'S LOG #11** 80 pages, including scenarios, tactics covering Tholians & Maulers, two new X-Ship SSDs, a most amusing article on how the Klingons view the Federation, etc. **\$20.00**

♦ **CAPTAIN'S LOG #12** A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. **\$20.00**

♦ **CAPTAIN'S LOG #13** 80 pages of fiction, scenarios, new SSDs, etc. **\$20.00**

♦ **CAPTAIN'S LOG #14** 80 pages of articles, scenarios, new SSDs, fiction, etc. **\$20.00**

♦ **CAPTAIN'S LOG #15** 80 pages with a story on Kzinti commandoes assaulting a Lyran command cruiser, a section on Hydran tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. **\$20.00**

♦ **CAPTAIN'S LOG #16** A 112 page book containing fiction - a hostage rescue in Tholian space; tactics for using X-ships; four new maulers, Fed DDG, Klingon DSXD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. **\$30.00**

♦ **CAPTAIN'S LOG #17** With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships: the Acturians in Prime Directive; painting guides for the new range of miniatures; heaps of challenging new scenarios, & stuff for F&E. **\$30.00**

♦ **CAPTAIN'S MODULE F1: THE JINDARIANS** A brand new race for SFB - this time a race of aliens who live in hollowed out asteroids, which also serve as their space ships. With a 48 page rulebook covering rail guns, anti-transporter fields, variable ships designs, etc. 13 new scenarios, new systems for all races, 48 page SSD book, & 216 counters. **\$35.00**

♦ **CAPTAIN'S MODULE J: Fighters** With new rules (chaff packs, shuttle bay explosions, agis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, & a new space monster! **\$35.00**

♦ **CAPTAIN'S MODULE K: Fast Patrol Ships** Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! **\$35.00**

♦ **CAPTAIN'S MODULE X1: X-Ships** The most powerful starships in the galaxy clash in the titanic final battles of the General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-arming heavy weapons, deadly new drones, Stinger X-fighters, faster acceleration. 16 new scenarios from the General War through the decisive battle between a Federation X-squadron and the just completed Andromedan Devastator. And a 96 page SSD book, 108 counters. **\$40.00**

♦ **CAPTAIN'S SSD PACK** Contains all the SSD's from the CAPTAIN'S EDITION Basic Set, Advanced Missions, plus MODULES C1 & C2. SSDs for over 300 ships. **\$40.00**

♦ **MODULE C1: New Worlds I** Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. **\$30.00**

♦ **MODULE C2: New Worlds II** Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSDs, 108 counters. **\$30.00**

♦ **MODULE C3: New Worlds III** The LDR, Seltorians, rules, scenarios, & new counters. **\$34.95**

♦ **MODULE C4: Fleet Training Centre** Fleet HQs of each race in SFB have created Simulator Races to test their new captains. Nine of those races are given here: Frax, Sharkhunters, Qaris,

Triaxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. **\$50.00**

♦ **MODULE D1:** Veteran's Master Ship Chart Lists ships from the old & new SFB, Starlet & Captain's Log. With Carrier data & master charts for Fighters & PFs. **\$10.00**

♦ **MODULE D2:** Tournament Tactics Maneuvers from the masters, for the 12 tournament cruisers. Over 50 tactical essays from a bunch of grown men with pretentious accolades! **\$10.00**

♦ **MODULE D3:** Booms and saucers. 32 page SSD book with 12 Federation saucers, 12 Klingon booms, 5 Neo-Tholian near hulls, & 2 scenarios involving Hydrans, Klings, Feds. **\$12.00**

♦ **MODULE P5:** Lyran Democratic Republic, with history, order of battle, ship SSDs, etc. **\$10.00**

♦ **MODULE R1:** Covers starbases, battle stations, base modules, freighters, etc. **\$35.00**

♦ **MODULE R2:** Lots of ships, some of 'em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 An-dromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. **\$35.00**

♦ **MODULE R3:** Another collection of ships, again some of 'em are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & 2 Wyn. Includes SSDs, 6 scenarios, & 216 counters. **\$35.00**

♦ **MODULE R4:** Ships, SSDs, scenarios for the Romulans, Goms, Tholians & ISC. **\$35.00**

♦ **MODULE R5:** Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! **\$40.00**

♦ **MODULE R6:** The Fast Warships Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, etc. **\$40.00**

♦ **MODULE S1:** Scenario Book #1 51 scenarios & a 19"x23" asteroid-belt map. **\$22.00**

♦ **MODULE S2:** Scenario Book #2, with 50 new scenarios, for both F&E and SFB. Includes a full color map of an asteroid field. **\$23.95**

♦ **MODULE T: TOURNAMENTS** 1993 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. **\$25.00**

♦ **STAR FLEET MISSIONS** A fast beer 'n' pretzels card game version of SFB. **\$35.00**

♦ **TACTICS MANUAL** 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EW, mines, etc.). **\$30.00**

♦ **TOURNAMENT BOOK '91** Complete rules, 12 tourney SSDs & 216 counters. **\$10.00**

♦ **STAR FLEET BATTLE MINIATURES**

TAS5301 Federation CA **\$11.95**

TAS5302 Klingon D7 **\$11.95**

TAS5303 Romulan Warbird (2) **\$11.95**

TAS5401 Starter Set **\$30.00**

(Fed CA, Klingon D7, Warbird, 2 x Tholian PC)

The following are strictly limited edition starships. Once gone, we can't get anymore.

TASLE2222 Andro Python & Conquistador **\$12.95**

TASLE2223 Klingon Tug **\$16.95**

TASLE2224 Gorn DN **\$11.95**

TASLE2225 Kzinti Tug **\$14.95**

TASLE2226 Starbase **\$14.95**

TASLE2227 Hydran CL & FF **\$14.95**

TASLE2228 ISC DN **\$14.95**

TSR **DRAGONSTRIKE**

An easy to play new boardgame which comes with a Video tape (in PAL: this is the UK version), which gives a 30 minute live action & computer animated adventure which sets the tone of the game. There are two massive double sided mounted mapboards, 100 full color playing cards, and 24 plastic Rai Partha miniatures. There are 16 adventure scenarios which use all four settings: a foreboding castle, dangerous dungeon, mysterious forest, and dragon's den. **\$45.00**

TSR **DUNGEON! 2nd Edition**

1 to 12 young players lead individual adventures, either grizzled warriors or powerful Wizards, as they explore labyrinthine catacombs. Silent corridors worm their way thru the underworld, portals loom out of the darkness. Behind these grim doors hide all manner of hideous beast, from foul Orks to Evil Sorcerers & puissant Dragons, for those brave heroes who can slay such adversaries there is the reward of treasure. The player's search for loot leads them ever deeper into the Dungeon, where they must face stronger foes, and if victorious they will receive mighty artifacts! Features a 21"x35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells) and 6 plastic Hero miniatures. **\$50.00**

GAM **KERRUNCH**

A fast-playing team game of fantasy football (based on the American style Gridiron, without the commercials). Teams of Orcs, Humans, Elves & Dwarves must attempt to score three touchdowns to win, or at least ignore the pigskin and prove their mettle by kicking a few heads - yes, it's about as mindless as the real thing! A very simple game for all young 'uns shy of big, nasty rulebooks - but quite comfortable with the concepts of sporting violence! Components include twenty-four 25mm plastic Citadel miniatures, a 16"x32" playing field, and 4 small pages of rules (moving, tackling, passing & recovering) **\$25.00**

AH **MAGIC REALM 2nd Edition**

Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure, but only if you can read the 80 page rulebook! **\$60.00**

GAM **MAN O' WAR**

A stunning new game from Games Workshop - naval action in the Warhammer Fantasy world. A game that really gives the feel of great warships plowing through the seas, guns firing and crews poised ready to board the enemy ships in bitter hand-to-hand struggles. There are no hexes, movement is done on a flat surface, being a combination of turning, movement distance, wind direction, oars, etc. There are ships of the line, making the bulk of the fleet, and the great Men O'War, mighty ships that are the foundation of your fleet. Each ship has it's own stat card, which includes all relevant damage details, and the ship's stats. The game comes with rules, painting guide, 6 plastic pirate wargalleys, 6 plastic Imperial wargalleys, two packs of 32 cards, hundreds of counters for magic, damage, crew, debris, etc., & card islands, shorelines, etc. **\$75.00**

♦ **PLAGUE FLEET** Adds rules for the most deadly adversaries in the Warhammer world, including: Chaos Plaguefleets, with the Champions of Khorne, Slaanesh, Nurgle, & Tzeentch sailing forth in Bloodships, Hellships, Plagueships, Great Winged Terrors, Chaos Deathgalleys; Chaos Dwarf Fleets from the Ziggurat city of Mingo! Zhar-Naggrund with Battlebarges armed with the largest and most destructive cannons and rocket launchers ever devised; and Skaven Clanfleets, with Doombringers with great spiked paddle wheels. Includes ship data cards, two packs of playing cards, and hundreds of counters and templates. **\$44.95**

♦ **SEA OF BLOOD** Contains new rules for Sea Monsters and Flying Creatures. Monsters include Triton, Sea Elemental, Kraken, Sea Dragon, Megalodon, Promethean, Black Leviathan, Gargantuan, & Behemoth. Flying Creatures include Bretonnian Pegasus Riders, Dwarf Gyrocopters & War Balloons, Elf Dragon Riders & War Eagles, Imperial Griffin Riders, Orc Wyvern Riders, Dark Elf Manticores, Chaos Dwarf Taurus Riders and Lords of Chain. Includes data cards, monster cards, and counters. **\$44.95**

PRE **SLASHER**

A terrifyingly funny card game of B-grade horror films. Three to six victims have been invited to dinner in the Manor House. But the lie has gone out of the party. Now you must face a maniacal slasher and worse, a bad script that gives you the short end of the chainsaw. Playing time is 90 minutes. Includes cards and rules. **\$30.00**

AH **TITAN**

A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of

fantastic beasts - in each terrain-locale on the Masterboard a new critter can try to be coerced into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleground maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summoning angels, etc. With 621 large, attractive counters. **\$65.00**

GAM **TALISMAN 3rd Edition**

The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, load cards, over 100 counters, 32 coins, etc. A good fun romp. **\$90.00**

♦ **TALISMAN DUNGEON OF DOOM**

Two brand new board sections to expand Talisman. Enter the dark and terror haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With two brand new sets of adventure cards, you can pit yourself against powerful new foes and discover vast treasures including the Talisman itself. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard. **\$45.00**

♦ **TALISMAN CITY OF ADVENTURE**

Contains 2 new board sections that can be placed alongside the main Talisman game board, allowing players to enter the city realm of the Emperor and the forest realm of the Wraith Lord. Two new sets of adventure cards detail the events, enemies, treasures and followers that can be encountered in the new realms. With 6 plastic miniatures, 98 cards, map boards, etc. **\$45.00**

ICE **THE HOBBIT**

A superb family game based upon Tolkien's novel The Hobbit. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc., & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; are there are all manner of gold, special cards, talismans, etc., to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Also includes 4 plastic hobbits, coins & life points, special dice, etc. **\$65.00**

GAM **WARHAMMER QUEST**

This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warriors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps in their quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 gnat rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snottlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. **\$99.00**

AH **WIZARDS QUEST**

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the Island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The Orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. **\$50.00**

Sports Games

AH **BASEBALL STRATEGY**

There is more to baseball than just hitting, fielding and pitching! The great managers of certain teams have made those teams successful. This game embodies such subtleties in a strategy game that puts you in the shoes of a big league manager. The game includes three games: Head-to-Head, where you and an opponent are given identical 25 players teams, patterned after typical big league clubs; Statistical Replay, where you play using actual professional players and their stats; and the Solitaire Game, where you can play against yourself without losing any of the strategical elements. Includes rules, cards, record pad, counters, and mounted mapboard. **\$45.00**

AH **FOOTBALL STRATEGY**

2 games in 1 package. Game 1 is a fast paced game where participants attempt to outguess each other calling Offense Plays and Defensive Formations best suited to the situation, and including Gridiron, 10 yard marker, pro-style offense play charts, 2 sets of defense cards, football, rules, scorepad, & widows handbook. Game 2 is the same as Game 1, with additional sets of Play Charts. Here players may pick from a variety of offenses running the gamut between Lombardi style to the wide open passing game of the legendary Johnny Unitas. Has additional sets of play charts. **\$35.00**

AH **PAYDIRT**

The authentic pro football action game. It is not a spinner and dice game, but a game of think and double think. During play you must deduce what you think your opponent will call. Your opponent is doing likewise. Calls of each player are cross-indexed on the proper Play/Action Team Charts to get the final loss or gain. So if you've got the worse team of the season, you will need to develop a plan to overcome this handicap. Highly suitable for solitaire play. Includes gridiron playing board, rules folder, complete set of play/action team charts for every AFL/NFL team, scorepad, plastic football and ten yard marker, play aid charts, special numbered dice cubes. **\$55.00**

AH **STATIS PRO BASEBALL**

The game of Professional Baseball. There are no dice, no chance cards. The heart of the game is the fast action system. The game comes with over 700 cards - one for each player of every big league team that performed regularly in the previous season. You can even replay an entire season, and the game is so realistic that you will probably get the same result. Highly suitable for solitaire play. Now you can ask these questions and find the answers - did the best team win the World Series? Were the MVP awards deserved, etc. **\$85.00**

AH **STATIS PRO BASKETBALL**

The game of Professional Basketball. You are the coach, you pick the starting lineups, send in the substitutes, and call plays in crucial situations. But your players will only perform up to their potential: each is accurately rated to recreate his season statistics in shooting, fouls, rebounds, blocked shots, assists, steals, etc. The Fast Action Card system with a 200 card deck keeps the game pace high, and also allows solitaire play. **\$65.00**

ADG **WORLD CUP TOURNAMENT FOOTBALL (SOCCER) GAME**

A locally produced game featuring stunning components. You lead a soccer team just entering the World Cup. Flung against you are 23 other teams all bent on halting your bid for victory and glory. Your team has a variety of skills but only the best use of that ability will lead your team to the trophy. The game comes with 84 National Teams that allow you to play every World Cup since its inception in 1930. You can even make up your own World Cup campaigns with your favourite teams. Each team is rated based on its historical performance. Can you outscore the fluent Brazilian attack or break down a strong German defense? For 2 - 24 players, with 2 82cm x 58cm gameboards, one for Olympic and one for World Cup, 84 National Team tokens, 192 playing cards, rules, etc. **\$60.00**



Military Simulations

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AUSTRALIAN REALMS

A high quality role playing magazine that is produced right here in Australia, in Perth. A bi-monthly publication that has already seen 15 issues, it contains 48 A4 pages and a full color cover. It reviews new products, a regular section on PBM games, book reviews, a brief overview of new products from a host of suppliers, and lots of scenarios, adventures, short stories or source material for many different role playing games, including ShadowRun, AD&D, Cyberpunk, Mage, Earthdawn, Traveller, Vampire, as well as popular board games and miniatures games, such as BattleTech, Space Marine, Warhammer 40,000, etc, etc.

\$27.00 for 6 issues ☐

\$54.00 for 12 issues ☐

BATTLETECHNOLOGY

A bi-monthly publication that exclusively covers the uni-verse of Battletech & Mechwarrior. Regular departments include: News Service - historical type stuff; Unit Update - a regimental guide; BattleTac - analysis of campaigns & tactics; plus BattleMechanics - new weapons tech data. Feature articles include such things as short stories, indepth studies of Inner Sphere politics or military prowess, and other such related matters. Indispensible to all diehard 'Mechheads'!

\$53.00 for 6 issues ☐

CHALLENGE

Games Designers Workshop's monthly mag' is the definitive publication for Sci-Fi roleplayers. Every GDW system is covered; 2300AD, Megatraveller, Twilight 2000, Space 1889 & Dark Conspiracy. Other games such as Warhammer 40K, Battletech, Cyberpunk et al, are also covered (through not as profusely as the former titles). Article definition involves RPG adventures, wargame scenarios, variant rules, new equipment, and general gaming essays. Publication regularity is very good.

\$35.00 for 6 issues ☐

\$56.00 for 12 issues ☐

DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$49.00 for 6 issues ☐

\$78.00 for 12 issues ☐

DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

\$40.00 for 6 issues ☐

\$64.00 for 12 issues ☐

GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

\$50.00 for 6 issues ☐

\$80.00 for 12 issues ☐

PROTOCOLCULTURE ADDICTS

We've been looking for a top quality magazine on Japanese anime and manga ever since *Animag* disappeared forever. We have found one! *Protocolculture Addicts* is brought out bimonthly - there have already been 29 issues. It is produced by *Janus Publications*, the people who have given us *Heavy Gear Fighter*. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and videos. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

\$45.00 for 6 issues ☐

\$81.00 for 12 issues ☐

STAR WARS ADVENTURE JOURNAL

By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers. Other features may include: Fragments from the Rim - a humorous look at Star Wars; previews of new Star Wars products by West End; guides to running various types of characters in your games; other short stories; logs, equipment, scenarios, etc. Sold as a 280 page softcover book in a large novel format.

\$105.00 for 6 issues ☐

PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It is 72 pages in length, and features reports on overseas cons, reviews hot selling games, such as Earthdawn, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's games news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games. For example, they are running a series of Toon supplements, such as: Hampire: The Masked Ace Raid, and coming is Werekow: Ah, Pork Lips, Gee, which games are they ripping off?

\$49.00 for 6 issues ☐

\$78.00 for 12 issues ☐

SCRYE: The Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. The first two issues have been a huge success and sold out the world over. I'm looking at issue # 2 while I write this review, and it contains many goodies: the *complete* rules for the *Star Trek Next Generation Collectable Trading Card Game*, a preview of *Galactic Empires*, some teasers on the *Illuminati Collectable Trading Card Game*, a complete price guide for: Magic the Gathering Alpha, Beta, Unlimited, Arabian Nights, Antiquities, Legends, Spellfire; a checklist for The Dark; interviews, designer notes for *Jyhad*, the rules for *Galactic Empires* - need I go on?

\$35.00 for 6 issues ☐

\$63.00 for 12 issues ☐

THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

\$24.00 for 4 issues ☐

\$39.00 for 8 issues ☐

UNSPEAKABLE OATH

A professional American fanzine-style B4 digest of arcane lore for the Call of Cthulhu keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasts, background source material, and the other related miscellany. Everyone who enjoys chaosium's superb horror RPG would be well advised to invest in this magazine. Quality material by known english and Australian authors are regularly included. Publication regularity is slow.

\$30.00 for 4 issues ☐

WHITE DWARF

A glossy, monthly English magazine solely dedicated to Games Workshop products. Enthusiasts of Warhammer RPG, Warhammer Fantasy Battles, Warhammer 40K, Space Hulk, Space Marine, and all the rest, will find this invaluable. Articles cover adventures, scenarios, new rules, variant counters, backgrounds, and the like. Every issue contains photographs & specifications for new Citadel releases, plus colour pages highlighting superb miniatures painting! Publication regularity is very good.

\$36.00 for 6 issues ☐

\$72.00 for 12 issues ☐

WHITE WOLF

This magazine has been cancelled by White Wolf. They are no longer printing it.

CRAZY SPECIALS

Please Give Second Choices

Trading Card Game Specials

| Title | 1 Deck/Pack | 2 Decks/Packs | 5 Decks/Packs | 10 Decks/Packs | 20 Decks/Packs | Full Display * |
|------------------------------|------------------|-------------------|-------------------|-------------------|-------------------|-----------------------------|
| Fallen Empires Booster | \$2.70 (16% off) | \$4.60 (28% off) | \$9.80 (39% off) | \$16.70 (48% off) | \$28.00 (57% off) | \$70.00 (60 Packs, 64% off) |
| Wyvern Ltd Starter Deck | \$8.00 (50% off) | \$14.70 (54% off) | \$32.80 (59% off) | \$59.00 (63% off) | - | \$64.00 (12 decks, 67% off) |
| Wyvern Ltd Booster Pack | \$3.50 (30% off) | \$6.00 (40% off) | \$12.50 (50% off) | \$22.00 (56% off) | \$38.00 (62% off) | \$60.00 (36 packs, 67% off) |
| Ultimate Combat Starter Deck | \$7.50 (50% off) | \$13.20 (56% off) | \$28.50 (62% off) | See Display | - | \$50.00 (10 decks, 67% off) |
| Ultimate Combat Booster Pack | \$3.00 (40% off) | \$5.50 (45% off) | \$12.50 (50% off) | \$22.00 (56% off) | \$38.00 (62% off) | \$60.00 (36 packs, 67% off) |
| On the Edge Starter Deck | \$9.60 (45% off) | \$17.50 (50% off) | \$39.40 (55% off) | See Display | - | \$70.00 (10 decks, 60% off) |
| On the Edge Booster Pack | \$2.80 (30% off) | \$4.80 (40% off) | \$10.00 (50% off) | \$18.00 (55% off) | \$32.00 (60% off) | \$85.00 (60 packs, 65% off) |

* For each FULL display bought by Mil Sims customers, their name will be put in a draw for a FULL display of *The Dark*.

WARGAMES

GMT THE GMT WARGAME SPECIAL

Crazy Special \$100.00

Normally \$170.00

For this special we will provide you with two wargames, *The Great Battles of Alexander deluxe Ed*, and *The Battles of Waterloo*. Also available individually:

Great Battles of Alexander Deluxe Crazy Special \$60.00 Normally \$90.00

Every single component in this Deluxe Edition has been updated or changed. Now has ten battles, with Granicus 334BC, Issus 333BC, Chaeronea, Arbela-Guagamela 331BC, Lyginius, Pelium, Arigaeum, Samarkand, Jaxartes.. With 720 SPQR style counters, 3 back printed map sheets, etc.

The Battles of Waterloo Crazy Special \$45.00 Normally \$80.00

Modern warfare's most famous battle. Do you try to take Hougomont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features five scenarios, rules with a historical flavour, 480 counters, 3 double printed maps, etc.

AH COLONIAL DIPLOMACY

Crazy Special \$55.00

Normally \$100.00

A stand alone game of Colonial Diplomacy, using all of regular *Diplomacy's* rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian!

PAN WARLORDS

Crazy Special \$3.00

Normally \$10.00

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day.

AH ASL ANNUALS SPECIAL

Crazy Special \$74.00

Normally \$132.00

For this special we will send you five ASL Annuals, which are ideal supplements for ASL. The five are also available individually, as below:

ASL Annual '89 Crazy Special 18.00 Normally \$30.00

64 pages with 18 scenarios, articles, historical commentary, 8 steps to winning ASL tournaments, on-board mortars, and more!

ASL Annual '91 Crazy Special \$18.00 Normally \$30.00

64 pages with 18 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, etc.

ASL Annual '92 Crazy Special \$18.00 Normally \$30.00

80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, a campaign-game system for UK commandos with 13 scenarios, etc.

ASL Annual '93a Crazy Special \$12.00 Normally \$20.00

80 pages with scenarios and articles on ASL.

ASL Annual '93b Crazy Special \$12.00 Normally \$22.00

48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal.

WES WW2 & MODERN WARGAME SPECIAL

Crazy Special \$55.00

Normally \$235.00

West End Games cleared out a heap of their old wargames, so we snatched up a heap of them. The four titles we snaffed up are: *Air Cav*, *Air & Armor*, *Against the Reich*, and *Desert Steel*. All four games are available individually, as below:

Against the Reich Crazy Special \$15.00 Normally \$60.00

One of West End's best wargames. Covers the entire war in Europe from the invasion of France on D-Day, 1944. Has a choice of different invasion sites and ends with a bitter defense of Germany. Variable player impulses, 400 counters, 2 22"x34" maps.

Desert Steel Crazy Special \$15.00 Normally \$55.00

A great game that recreates the armored clashes in the desert in WW2. A card based unit activation system greatly enhances game play. With 15 scenarios, 480 counters, 2 maps.

Air & Armor Crazy Special \$15.00 Normally \$60.00

The game is built upon the scenario of a massive Soviet armored drive into West Germany, where it is arrested by a determined US defense. With 10 scenarios, hidden formation strengths, 600 counters, 22"x34" map of the corridor of conflict, etc.

Air Cav Crazy Special \$15.00 Normally \$60.00

Tactical helicopter warfare in Europe and the Middle East. Anti-air and tank busting patrols with land operations included. 10 scenarios, 400 counters, and 2 22"x34" maps.

FLY NUCLEAR WAR SPECIAL

Crazy Special \$85.00

Normally \$175.00

Flying Buffalo have made a beer'n'pretzels game of nuclear war that makes a parody of all the nations who are/have been involved in the nuclear arms race. The game also usually ends with almost the whole world being a smoldering wreck. We are offering all three boxed games/supplements in the series, as well as ten booster packs of Nuclear War cards. Also available individually, as below:

Nuclear War Crazy Special \$25.00 Normally \$45.00

It is basically a card game which includes international diplomacy, propaganda, and potentially, nuclear holocaust. 2 - 6 players engage in touchy negotiations until a warmonger pushes the button.

Nuclear Escalation Crazy Special \$25.00 Normally \$45.00

A stand alone card game, which can also be combined with *Nuclear War* if desired. It follows the same basic format, but adds new cards and tactics, such as space platforms (for purposes of peace, of course), supervirus, spys, cruise missiles, etc. With 108 + cards, bomb die, player mats, etc.

Nuclear Proliferation Crazy Special \$25.00 Normally \$45.00

Also a stand alone card game, which can be combined with the previous two games. You choose which farical country you play, use its special powers, secrets, top secrets & propaganda, and try to take over the world.

10 x Nuclear War Booster Packs Crazy Special \$20.00 Normally \$40.00

Each pack has 8 cards from a range of 47 all new cards. You can use these additional cards with *Nuclear War*, *Nuclear Escalation*, or *Nuclear Proliferation*.

GAM MAN O' WAR SPECIAL

Crazy Special \$40.00

Normally \$75.00

Naval action in the Warhammer Fantasy world. A game that really gives the feel of great warships plowing through the seas, guns firing and crews poised ready to board the enemy ships in bitter hand-to-hand struggles. There are no hexes, movement is done on a flat surface, being a combination of turning, movement distance, wind direction, oars, etc. Each ship has it's own stat card. The game comes with rules, painting guide, 6 plastic pirate wargalleys, 6 plastic Imperial wargalleys, two packs of 32 cards, hundreds of counters, etc.

GAM SPACE MARINE 2nd Ed Special

Crazy Special \$40.00

Normally \$100.00

Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding,

gothic universe where a techno-religious empire fights an array of fantasiesque races and the dread spectre of Kaos (oops - Chaos!) Citadel's superb Epic-scale (1/300th) miniatures are designed for use with these rules, and they amply reflect the bizarre Draconian future that is Space Marine's background. Includes plastic figures: 12 land raiders, 24 rhinos, 240 marines, 12 Eldar grav tanks, 120 Eldar Guardians, 18 Ork battlewagons, 180 Ork Boyz and a single Warlord Titan.

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| Space Marine Imperial Miniatures Assortment (5 random blisters worth \$75.00) | \$35.00 |
| Space Marine Orks Miniatures Assortment (5 random blisters worth \$75.00) | \$35.00 |
| Space Marine Chaos Miniatures Assortment (5 random blisters worth \$75.00) | \$35.00 |
| Space Marine Squats/Eldar Assortment (5 random blisters worth \$75.00) | \$35.00 |

ROLE PLAYING GAMES

TSR FORGOTTEN REALMS DUNGEONS & UNDERMOUNTAIN SPECIAL

Crazy Special \$147.00 **Normally \$260.00**
TSR have produced 5 excellent Forgotten Realms boxed "ruins of" or "undermountain" campaign supplements. For this special we are offering all five of these boxed sets, which are also available individually, as follows:

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| Menzoberranzan The underworld Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lolth. Contains three books: The City, The Houses & The Adventure There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc! | Crazy Special \$35.00 | Normally \$60.00 |
| Ruins of Undermountain The gutrock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, & dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions, but loaded with loot! | Crazy Special \$28.00 | Normally \$50.00 |
| Ruins of Undermountain # 2 All new levels of the fabled dungeon with a 128 page sourcebook, 32 page adventure book, 4 color maps, eight new Monstrous Compendium pages, & 8 cards. | Crazy Special \$28.00 | Normally \$50.00 |
| Ruins of Myth Drannor Another four-map "super-dungeon" - this convenient maze of chambers, once an Elven city, conceals a horde of monsters patiently waiting to get horribly to chopped up and have their neat piles of assorted treasures nicked. I christen thee "Son of Ruins of Undermountain". | Crazy Special \$28.00 | Normally \$50.00 |
| Ruins of Zentil Keep A super dungeon full of secrets past and present, Zentil Keep is the headquarters of the evil Black Network of the Zhentarim and home of the notorious Lord Chess. With three booklets, 8 cards, and three poster size maps. | Crazy Special \$28.00 | Normally \$50.00 |

TSR VOLOS GUIDE SPECIAL

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| Crazy Special \$36.00 | Normally \$65.00 |
| We are offering three of Volo's excellent guides to Forgotten Realms. These guides will add great detail to your games, enhancing your campaigns. Also available separately, as below: | |
| Volo's Guide to Cormyr | Crazy Special \$14.00 Normally \$25.00 |
| The Kingdom of King Azoun IV and his confidant Vangerdahast, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. | |
| Volo's Guide to the North | Crazy Special \$12.00 Normally \$20.00 |
| Our wandering tourist takes us to Neverwinter, Silverymoon, the Icewind Dales, Hellgate Keep, etc. Includes city descriptions, plot complications, adventure hooks, etc. | |
| Volos's Guide to the Sword Coast | Crazy Special \$12.00 Normally \$20.00 |
| Covers the area from Baldurs Gate in the east and up the river Chlandath to Iriabor. Also covers The Darkhold, a Zhentarim base. | |

TSR AD&D DECKS SPECIAL

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| Crazy Special \$90.00 | Normally \$170.00 |
| TSR has produced four decks of playing cards to make life simpler for AD&D players. We are offering those four here. Wizard Spell Cards , Priest Spell Cards , Deck of Magical Items , and Deck of Psionic Powers . Also available individually, as below: | |
| CR1 Wizard Spell Cards | Crazy Special \$25.00 Normally \$45.00 |
| Features a pocket-sized card for over 400 core-rule spells, these can be used to represent spells 'memorised' by characters. Includes statistics & spell descriptions - cute! | |
| CR2 Priest Spell Cards | Crazy Special \$25.00 Normally \$45.00 |
| Same as above, but for Priest spells, obviously. With over 400 cards. | |
| Deck of Magical Items | Crazy Special \$25.00 Normally \$45.00 |
| Monty-haul campaigners rejoice! Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device - collect 'em all! | |
| Deck of Psionic Powers | Crazy Special \$18.00 Normally \$35.00 |
| 288 cards that each feature a psionic power. Psionic battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! | |

WHT MAGE & WRAITH SPECIAL

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| Crazy Special \$80.00 | Normally \$162.00 |
| For this special we'll send you the Mage RPG plus its player's guide, The Book of Shadows, and Wraith RPG plus Wraith Player's Guide. Also available individually, as below: | |
| Mage RPG | Crazy Special \$25.00 Normally \$50.00 |
| A 312 page book detailing a modern urban world of horror, with a gothic punk edge. Players take the roll of magicians, who are embroiled in bitter struggles against three horrendous enemies: the Technocracy, the Marauders, and the Nephandi. | |
| Book of Shadows | Crazy Special \$18.00 Normally \$32.00 |
| The Mage players guide, including new Traditions, rites, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. | |
| WRAITH RPG | Crazy Special \$25.00 Normally \$45.00 |
| A 270 page softback book. Players take the role of a wraith - a ghost, and start wandering the Shadowlands, a dismal world beyond the living but still outside eternity. This is a very, very dark game, about death, loss, isolation and identity. | |
| Wraith Players Guide | Crazy Special \$18.00 Normally \$35.00 |
| By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. | |

BGP & PRE HIGHLANDER "SPIN-OFF" RPGs SPECIAL

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| Crazy Special \$40.00 | Normally \$100.00 |
| There have been three RPGs all inspired by the movie Highlander. Two of these are Immortal The Invisible War, and Legacy War of Ages. We are offering both of these on this special. Also available individually, as below: | |
| Legacy War of Ages | Crazy Special \$18.00 Normally \$50.00 |
| This RPG 240 pages, with B&W photos of swording carrying men and women trying to decapitate each other. This game is the closest to the Highlander movie, almost identical, including immortals dying when their heads are cut off. | |
| IMMORTAL The Invisible War | Crazy Special \$25.00 Normally \$50.00 |
| You were there when the Sanguinary fled the crucible, when the Sphinx was not stone but flesh, when Paris slew Achilles before Troy, etc. The age of innocence is ended, and immortal beings are awaking everywhere throughout the world, each striving to rediscover the secrets of their own fantastic past. A 288 page book full of full color photos and black and white illustrations, with heaps of background info. | |

NOVELS

TSR AD&D NOVELS SPECIAL

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| Crazy Special \$53.00 | Normally \$110.00 |
| For this special we'll send you nine AD&D novels, eight softcovers, and one hard back. Also available individually, as below: | |
| The Legacy Softcover (Forgotten Realms) | Crazy Special \$7.00 Normally \$12.00 |
| Siege of Darkness Hardcover (For Realms) | Crazy Special \$20.00 Normally \$38.00 |
| Shadowdale (Forgotten Realms) | Crazy Special \$6.00 Normally \$10.00 |
| Tantras (Forgotten Realms) | Crazy Special \$6.00 Normally \$10.00 |
| Waterdeep (Forgotten Realms) | Crazy Special \$6.00 Normally \$10.00 |
| Prince of Lies (Forgotten Realms) | Crazy Special \$6.00 Normally \$10.00 |
| Horselords (Forgotten Realms) | Crazy Special \$3.00 Normally \$10.00 |
| Dragonwall (Forgotten Realms) | Crazy Special \$3.00 Normally \$10.00 |

FAS EARTHDOWN NOVEL SPECIAL

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| Crazy Special \$12.00 | Normally \$50.00 |
| If you've been wondering about FASA's Earthdown world, this is your chance to learn all about it without a great capital outlay. The first five Earthdown novels are offered here at cheap prices. Also available individually, as below: | |
| The Longing Ring | Crazy Special \$3.00 Normally \$10.00 |
| Possessed by a Horror & rejected by his village, J'role sets out to discover the world. | |
| Mother Speaks | Crazy Special \$3.00 Normally \$10.00 |
| Relanna has kept her twin sons safe by her magic all their young lives - especially against their father J'role. But then the Therans have returned, she wonders if she needs him. | |
| Poisoned Memories | Crazy Special \$3.00 Normally \$10.00 |
| J'role risks his life as he tries to save the life of a youngster pursued by the horrors. | |
| Prophecy | Crazy Special \$3.00 Normally \$10.00 |
| Cymric, who takes on a seemingly simple task of helping a swordswoman uncover the secret of her past. | |
| Talisman | Crazy Special \$3.00 Normally \$10.00 |
| A 282 page novel of short stories set in the world of Earthdown. | |

MAGAZINES

TSR DRAGON MAGAZINES 10 ISSUE GRAB PACK

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| Crazy Special \$27.00 | Normally \$80.00 |
| Dragon magazines are extremely popular amongst AD&D players and also players of other RPGs, computer games, or miniatures. Each magazine contains articles for AD&D with rule options, story backgrounds for your adventures, fiction, cartoons, small adventures or scenarios, computer game reviews, literature reviews, tons of adds that keep you informed to the whats what of RPGs, miniatures reviews, etc. For this special we'll send you 10 different issues, chosen at random. If you already have dragon magazines, please list the issues you have, and we'll do our best not to supply those to you. | |

CAB VIRTUAL LORE MAGAZINE ISSUE # 3

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| Crazy Special \$3.00 | Normally \$10.00 |
| We got in a number of this new dark fantasy role playing magazine, which is for mature readers only. Unfortunately, we ordered quite a few too many, and so have heaps left in stock. So we are clearing them out at \$3.00. There is only one issue, # 3. Articles included are for Mage and Vampire, by White Wolf, Stygian Economics, other World of Darkness articles, trading card review, etc. 96 pages. | |

MINIATURES

WRG HISTORICAL REFERENCE BOOKS

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| Crazy Special \$25.00 | Normally \$66.00 |
| These two books are invaluable references for Ancient or Medieval wargamers. Both of these books give line drawings of all the major troop types, colors of all uniforms and shield designs, tactics and organisation, and battles fought in that period. Available individually too: | |
| Armies & Enemies Imperial Rome | Crazy Special \$9.00 Normally \$28.00 |
| Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs, Sarmatians, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scot's-Irish, Later Germans, and the Huns. | |
| Armies of the Middle Ages I | Crazy Special \$18.00 Normally \$38.00 |
| Contains 215 coats-of-arms for shields and banners, covers the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. Has illustrations and descriptions, etc. | |

RAL AD&D CREATURES & MONSTERS SPECIAL

| | |
|--|---|
| Crazy Special \$45.00 | Normally \$85.50 |
| Ral Partha make a superb range of AD&D creatures and monsters, for use with the AD&D role playing game, or for AD&D or other fantasy miniatures games. Here is a selection of 8 of their most popular beasts, also available individually, as below: | |
| RAL11423 Pegasus | Crazy Special \$5.60 Normally \$10.00 |
| RAL11424 Unicorn | Crazy Special \$4.40 Normally \$8.00 |
| RAL11428 Young Dragon of Kryn | Crazy Special \$6.50 Normally \$11.50 |
| RAL11419 Firbolg | Crazy Special \$6.50 Normally \$11.50 |
| RAL11409 Orcs (4) | Crazy Special \$6.50 Normally \$11.50 |
| RAL11496 Skeletal Giant | Crazy Special \$7.50 Normally \$12.50 |
| RAL11477 Manticore | Crazy Special \$6.50 Normally \$11.50 |
| RAL11405 Ogre Mage w/victim | Crazy Special \$5.00 Normally \$9.00 |

RAL RAL PARTHA DRAGONS SPECIAL

| | |
|---|---|
| Crazy Special \$100.00 | Normally \$204.00 |
| Ral Partha have made some excellent collectors' editions boxed sets of dragons in conflict. One of these, "The Conflict" is brand new - and we thought we'd offer it on special as a bonus. All three available individually, as below; | |
| RAL10416 Dueling Dragons | Crazy Special \$28.00 Normally \$50.00 |
| Two dragons with armored riders together twisting and fighting. | |
| RAL10450 Antagonists | Crazy Special \$30.00 Normally \$54.00 |
| A black dragon with its evil master fighting a lady astride a flying pegasus. | |
| RAL10452 The Conflict | Crazy Special \$56.00 Normally \$100.00 |
| One of RPs finest works. A large white dragon and large black dragon locked in furious combat while flying high. | |

Crazy Special Cont...

RAL FEDERATED COMMONWEALTH MECH SPECIAL
Crazy Special \$16.00 Normally \$31.50
 The Federated Commonwealth manufacture three of the most popular ever mechs - all three armed with hatchets! The three are also available individually, as below:
 RAL20642 Berserker **Crazy \$6.60** Normally \$12.50
 RAL20770 Axeman **Crazy \$5.60** Normally \$10.00
 RAL20864 Hatchetman **Crazy \$5.00** Normally \$9.00

CIT PLASTIC WARHAMMER FANTASY SPECIAL
Crazy Special \$25.00 Normally \$75.00
 Citadel have made 5 boxed sets of Warhammer Fantasy basic troops, each with 10 25mm figures - Dwarf Warriors, Empire Halberdiers, Orcs, Goblins, and High Elves. We've got heaps of them, so here they are. Also available individually, as below:
 Dwarf Warriors (10) **Crazy \$6.00** Normally \$15.00
 Empire Halberdiers (10) **Crazy \$6.00** Normally \$15.00
 Orc Warriors (10) **Crazy \$6.00** Normally \$15.00
 Goblins (10) **Crazy \$6.00** Normally \$15.00
 High Elves (10) **Crazy \$6.00** Normally \$15.00

COMPUTER GAMES

MIC FIELDS OF GLORY
Crazy Special \$30.00 Normally \$90.00
 An absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon, Wellington and Blücher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or lines, artillery can be both limbered and unlimbered - and the horses and limbers are still shown when unlimbered, cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. IBM 386+, hard disk, CD-ROM, VGA, mouse, 2mg RAM.

SSI Great Naval Battles II
Crazy Special \$20.00 Normally \$90.00
 Takes us to the South Pacific for 5 tactical battles, 3 carrier battles, and two full campaigns. Over 100 warships and 20 aircraft types, all of which saw action in the Pacific in WW2. Includes night combat, star shells, fog, SVGA graphics, and a great improved game engine. IBM Requires: CD-ROM or 3.5" FDD, SVGA, 4mbRAM, 486, hard disk.

ELA Space Hulk
Crazy Special \$10.00 Originally \$80.00
 The game is a simulator of the popular miniatures game of the same name. You lead one or two squads of Dark Angel Terminators in over 50 missions against limitless hordes of genestealers. Still one of my favorite computer games, and I still play it. IBM Requires: 386, 4mbRAM, hard disk, VGA, 3.5" FDD.

ELA Syndicate + Revolution Data disk
Crazy Special \$10.00 Normally \$125.00
 A corporate syndicate take over of the world, set in a cyberpunk dark future, using a team of cyborg soldiers. There are fifty or so missions, using superb partial down-view 3-D graphics. Missions include corporate extractions to steal important people from rival syndicates, assassinations of political and military targets, retrieval of required items, etc. IBM Requires: 512K SVGA, 386SX or better, 4 meg RAM, mouse, hard disk, 3.5" 1.44.

NEW HAMMER OF THE GODS
Crazy Special \$30.00 Normally \$99.00
 The journey may scar your soul, cost you family and friends, but will also earn you the respect of both mortals and gods. You must ascend through the ranks of the Norse gods to take your rightful place beside Odin. Explore, raid, pillage and plunder as you carve out your empire. Test your skills as you embark on one of the most challenging quests bestowed upon a mere mortal. With 25 different combat unit types, 1 to 4 players can play via network, modem, or E-Mail, there are over 2500 frames of rotoscoped animation, a bonus 640x400 SVGA mode, and multiple role play quests and adventures, many of which have many different solutions. You can explore the world from different angles. IBM requires: CD-ROM, 386+, 4mb RAM, SVGA, mouse.

CLOSE OUTS

The following items are either overstocks, or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

AH Midway New Edition Board Game \$15.00
 AH Mahareja Board Game \$20.00
 CHA Investigators Companion # 2 (Cthulhu) \$7.00
 CHA Pagan Shore (Pendragon) \$12.00
 CHA The Spectre King (Pendragon) \$12.00
 CHX25411 Dice Set Lt Grey Opaque (7) \$3.00
 CHX25416 Dice Set Blue Opaque (7) \$3.00
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 CHXLE032 Dice Speckled Valentines (7) \$5.00
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 CHXLE089 Dice Speckled Squad (7) \$5.00
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FAS BattleSpace Boardgame \$20.00
 FAS Black Thorns Scenario Pack \$6.00
 FAS ShadowRun RPG 1st Ed \$5.00
 FAS Germany Sourcebook (ShadowRun) \$11.00
 FAS Mercurial (ShadowRun adventure) \$6.00
 GDW Traveller New Era Referee's Screen \$6.00
 GDW Battle Rider (Traveller New Era) \$25.00
 GDW Anubis Murders (Mythos novel) \$1.00
 ICE Minas Tirith \$13.00
 ICE MERP Poster Maps \$10.00
 JED White Metal Miniatures Catalog (Out of date) \$2.00
 WIZ Inquest Trading Card Magazine # 1 \$2.00
 RTG Bastille Day (Cyberpunk) \$4.00
 RTG EcoFront (Cyberpunk) \$7.00
 STE Chaos in Kansas GURPS \$2.00
 STE GURPS IST \$5.00
 STE GURPS Stardemon \$2.00
 STE Pyramid Magazine Random Back issues \$3.00 each
 SUP Middle Powers (Supremacy) \$10.00
 SUP High-Tech Edge (Supremacy) \$12.00
 SUP MBT (Supremacy) \$15.00
 SUP Colonial Legions (Supremacy) \$16.00
 SUP Supremacy Mega Map \$14.00
 TOM Tomart's Guide to Trading Card Games \$17.00
 TSR Dwarven Kingdoms (AD&D) \$11.00
 TSR Castle Forlorn (Ravenloft) \$13.00
 TSR CGR1 Complete Spacefarer (Spelljammer) \$6.00
 TSR Red Sands General Fantasy Novel \$2.00
 TSR The Eyes Have It Fantasy Novel \$2.00
 TSR Greenfire Fantasy Novel \$2.00
 TSR Go Quest, Young Man Fantasy Novel \$2.00
 VLC Leatherneck (Battle Hymn) \$5.00
 WHT Alien Hunger (Vampire) \$5.00
 WHT World of Darkness '95 Calendar \$5.00

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 An unrivaled series of authentic, detailed, history of the world's fighting men, complete with color plates of uniforms, shield and heraldic designs, armor, etc. Usually 40 - 48 pages.
 □ **VAN Vanguard Series**
 A series written and illustrated by experts on 20th century warfare, with a bias towards armored fighting vehicles. Each book contains color plates showing paint schemes, and photos from public & private collections.
 □ **NVA New Vanguard Series**
 Comprehensive history of the design, development, and operational use of famous tanks, including 8 pages of color plates & insignia designs.
 □ **ELITE Elite Series**
 Detailed and authentic information on the history and appearance of the world's fighting men. Usually 64 pages, with 12 pages of color plates.
 □ **CAMP Campaign Series**
 Authoritative and detailed accounts on great battles of history, including maps, charts, color plates, & notes to wargamers, etc.
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 The Saxons slowly conquered much of Britain from the Celts and Picts, slowly replacing the Romano-British society with their own. The Saxon warriors, the then, became the rulers of much of Britain, and battled furiously with the Vikings, being finally overcome by the Normans at Hastings in 1066. \$24.95
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 Rome fought many difficult battles in Spain leading up to 20 BC. This book details the Iberians, Celtiberians, Lusitanians, etc. \$19.95
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 Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome. \$19.95
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 Gauls and British Celts are two of Rome's most famous and thought of enemies. Learn about their tactics, defeats, victories, etc. \$19.95
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 The vigorous northern 'barbarians' who were the destroyers of the Western Empire of Rome, subsequently creating medieval Europe, the feudal system and chivalry. Tribes covered are Thracians, Sarmatians, Marcomanni, Goths, Angles, Saxons, & Jutes. 8 color plates. \$19.95
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 Covers the rise of the Parthians, a warrior race using impressive cataphract cavalry and mounted horse archers who held Rome at bay for 300 years, giving tactics, weapons & campaigns. Also detailed are the Sassanid Persians who overthrew them, plates by McBride. \$19.95
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 64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride, & includes the Athenians, Lakadaimonians, Thracians, Boeotians, etc. \$24.95

□ **MAA69 THE GREEK AND PERSIAN WARS 500-323 B.C.**
 The high years of Ancient Greece, the Athenians versus Persians at Marathon, the 300 Spartans attempting to delay Xerxes at Thermopylae, Xerxes defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, early days of Alexander the Great, etc. \$19.95
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 The arch-enemies of Ancient Greece and Macedonia. Includes Xerxes attempts to conquer Greece, and subsequent battles, etc. \$24.95
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 The first of the great armies of horse-archers to come out of the East, though they were Indo-Europeans, and contemporaries of Ancient Greece, who they fought and helped. \$19.95

THE MIDDLE AGES

□ **CAMP9 AGINCOURT 1415**
 The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet again the impetuosity of the French nobles and knights was to lead to their undoing. Read how some 10,000 French were killed for the loss of only 500 English. Tragic stuff. \$27.95
 □ **MAA111 ARMIES OF CRECY & POITIERS**
 Two of the most important battles in the early years of the 100 Years War, between the French and English. In both cases, French pride and impetuosity cause fatal errors, allowing the vastly out numbered English to obtain crushing victories. \$19.95
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 An excellent overview of this crucial battle between the French and English during the 100 Years War, including superb color plates, and covers command, troop organization, troop types, various types of artillery, & an analysis of the battle. \$19.95
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 The Arthurian Age & the birth of England. A time of settlement & the sword as invading Germanic peoples such as the Saxons, Jutes, and Angles, drove back the Romano-Celtic culture of Britannia. Also covers the Welsh, Irish, Picts, Norse & Danish. Plates by McBride. \$19.95
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 The last bastion of Civilization to span from the Ancient era to the Middle Ages. They fought with and against the Crusaders, Islam, etc. \$19.95
 □ **MAA231 FRENCH MEDIEVAL ARMIES 1000-1300 AD**
 French knights were considered the flower of European chivalry. This book covers their origins, training, armies of southern and northern France, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. Color plates by Angus McBride. \$19.95
 □ **MAA166 GERMAN MEDIEVAL ARMIES**
 Medieval Germany comprised a number of states under the nominal control of the Holy Roman Emperor. The history covers princely levies, town leagues, leagues of knights formed to protect themselves from the two former, the rise of the Hussites & their war wagons, the Teutonic Knights, mercenaries, & famous campaigns. Plates by McBride. \$19.95
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 Detailing all of the many factors leading up to the Norman invasion of Britain, and the subsequent battle of Hastings, in which the Anglo-Saxon King Harold was killed. Did you know, for example, that William the Conqueror was actually the rightful King of England over Harold, even before the Battle of Hastings? And that the Normans almost failed their attempt to destroy the Saxon shield wall? Good reading! \$27.95
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 One of the greatest pastimes of medieval nobles, costing huge amounts of money, & attracting huge amounts of attention. Good stuff \$24.95
 □ **MAA50 MEDIEVAL EUROPEAN ARMIES**
 Probably the most important book any fantasy or medieval wargamer can buy. This superb book covers in detail how feudal armies were raised, how mercenaries were hired, the emergence of the first national armies; and how all such bodies of troops were organized, cavalry, infantry, artillery. And tactics, including the longbow, Swiss pike, Hussite, Condottieri, and ranks of command & their titles. \$19.95
 □ **MAA99 MEDIEVAL HERALDRY**
 An introduction to the reader of the role of the military aspect of heraldry and examples of how it was used in the 14th and 15th centuries. A must have for miniatures' gamers, it details the shield, tinctures, divisions of the shield, partition lines, charges, blazoning, surcoats, ailettes, \$19.95
 □ **WAR1 NORMAN KNIGHT 950-1204 AD**
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 Details the Knights of the Temple, the feared Templars; Knights of St John of Jerusalem, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas of Canterbury; German Orders, etc. \$19.95
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 Examines the rise, history, warriors, armies, and tactics of the most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary. They crushed the Hungarian armies, and by February 1942 were on their way to Vienna, but something happened which caused them to cease their advance and leave eastern Europe, never to return. Plates by McBride. \$19.95
 □ **ELITE9 THE NORMANS**
 It was the Normans who began the creation of the United Kingdom, with the defeating of the Anglo-Saxons and unifying of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily, and the Norman State of the Principality of Antioch, which played a large part in the Crusades. Arms, armor, tactics, and a detailed history are all presented. 64 pages, plates by Angus McBride. \$24.95
 □ **ELITE50 THE PRAETORIAN GUARD**
 A close look at the elite Roman Praetorian Guard, their equipment,

32 - Miniature Buildings & Sculptors Workshop

uniforms, shields, tactics, etc. However in combat during the civil wars, these troops were normally outclassed and outfought by the veteran legionaries. \$24.95

□ **MAA151 THE SCOTTISH & WELSH WARS 1250-1400**
Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland, and many more before they were united under the one crown. \$19.95

□ **MAA210 THE VENETIAN EMPIRE 1200-1670 AD**
The city state of Venice in Italy had an extremely individual history & involvement during the Middle Ages. It had its own fleets, an extremely aggressive merchant empire (3,000 ships by 1450AD), and saw much combat against the other Italian city states, including river warfare, and a heavy reliance upon the condottieri (mercenaries). \$19.95

□ **MAA145 THE WARS OF THE ROSES**
A greatly misunderstood conflict which has been incorrectly dubbed a civil war. This was in fact a dynastic struggle between the English houses of York and Lancaster, really only involving the aristocratic families of those houses and their followers. Covers battles, campaigns, various commanders involved, etc. A unique tactical study, for this war was one of the only ones in which both sides used longbows. \$19.95

GUN POWDER ERA

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A detailed examination of one of the most famous battles in history. Napoleon makes a comeback after escaping from exile, & tries to secure his empire once again. The Allies quickly mobilise, & Wellington and Blucher are the first to meet up with Napoleon. Things start off very badly for the Allies, but between Ney's classical blunders, Napoleon's uncharacteristic aloofness, & Wellington's steadfastness, they overcome. \$27.95

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The best tank of WW2 at the time of its inception. It gave the German's a hell of a scare, and inspired tanks such as the Panther. By Steven Zaloga. \$19.95

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22" square board interior of a space station.

FSS: 00001 Space Station

6 x 22" square boards of interior of a space station. All boards are interchangeable, so there are hundreds of different combinations.

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| 6 boards, | each 22" square, all interchangeable, with damaged buildings, diagonal roads - a great landscape to play Warhammer 40,000 on. | |
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| E: 00007 | Peasants House & Farm | \$90.00 |
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| CST: 00001 | Rimfire Castle | \$130.00 |
| CST: 00002 | Stormgate Castle | \$200.00 |
| CST: 00003 | Ravensford Castle | \$240.00 |
| CST: 00004 | Elfsford Castle | \$240.00 |
| CST: 00005 | Killmore Castle | \$240.00 |
| CST: 00006 | Redwolf Castle | \$240.00 |

Special Castles

All of the following castles break into different levels, which are divided into rooms. They also have wooden floors and come with destroyed walls and towers.

| | | |
|---------------|--------------------|----------|
| CST-SP: 00001 | Ravensford Castle | \$350.00 |
| CST-SP: 00002 | Elfsford Castle | \$350.00 |
| CST-SP: 00003 | Killmore Castle | \$350.00 |
| CST-SP: 00004 | Redwolf Castle | \$350.00 |
| CST-SP: 00005 | Castle of the Dead | \$350.00 |

Keeps

| | | |
|------------|---------------------|----------|
| KPS: 00001 | Battleford Keep | \$80.00 |
| KPS: 00002 | Stormgate Keep | \$90.00 |
| KPS: 00003 | Ravensford Keep | \$100.00 |
| KPS: 00004 | Telford Keep | \$185.00 |
| KPS: 00005 | The High Kings Keep | \$240.00 |
| KPS: 00006 | Mordred's Keep | \$240.00 |
| KPS: 00007 | Highgate Keep | \$250.00 |
| KPS: 00008 | Storm Peak Keep | \$250.00 |
| KPS: 00009 | Bowland Keep | \$250.00 |
| KPS: 00010 | Baeuford Keep | \$300.00 |
| KPS: 00011 | Findell Keep | \$300.00 |
| KPS: 00012 | Hill Top Keep | \$250.00 |

Special Keeps

All of the following keeps break into different levels, which are divided into rooms. They also have wooden floors and secret entrances and exits in some rooms.

| | | |
|---------------|-------------------|----------|
| KPS-SP: 00001 | Tower of Darkness | \$250.00 |
| KPS-SP: 00002 | Ravensford Keep | \$250.00 |
| KPS-SP: 00003 | Telfords Keep | \$280.00 |
| KPS-SP: 00004 | High Kings Keep | \$300.00 |
| KPS-SP: 00005 | Mordred's Keep | \$300.00 |

| | | |
|---------------|-----------------|----------|
| KPS-SP: 00006 | Highgate Keep | \$300.00 |
| KPS-SP: 00007 | Storm Peak Keep | \$300.00 |
| KPS-SP: 00008 | Bowland Keep | \$300.00 |
| KPS-SP: 00009 | Baeuford Keep | \$300.00 |
| KPS-SP: 00010 | Findell Keep | \$300.00 |
| KPS-SP: 00011 | Hill Top Keep | \$300.00 |

Fortifications

| | | |
|-----------|---------------------|----------|
| FT: 00001 | High Fortress | \$320.00 |
| FT: 00002 | Dark Fortress | \$320.00 |
| FT: 00003 | Mordane's Fortress | \$360.00 |
| FT: 00004 | Empire Fortress | \$360.00 |
| FT: 00005 | Thordane's Fortress | \$370.00 |
| FT: 00006 | Hellgate's Fortress | \$370.00 |

25mm Scenery

| | | |
|----------------|---|----------|
| SEC-H: 00001 | Small Round Hill | \$5.00 |
| SEC-H: 00002 | Large Round Hill | \$10.00 |
| SEC-H: 00003 | Small Oblong Hill | \$7.00 |
| SEC-H: 00004 | Large Oblong Hill | \$14.00 |
| SEC-H: 00005 | EdgeSide Hill Piece | \$12.00 |
| SEC-H: 00006 | Multi-Level Hill | \$15.00 |
| SEC-H: 00007 | Set of Hills | \$63.00 |
| SEC-R: 00001 | Small Row of Rocks | \$4.00 |
| SEC-R: 00002 | Medium Row of Rocks | \$7.00 |
| SEC-R: 00003 | Large Row of Rocks | \$10.00 |
| SEC-R: 00004 | Small Hill of Rocks | \$16.00 |
| SEC-R: 00005 | Large Hill of Rocks | \$20.00 |
| SEC-R: 00006 | Rock Hill with Tunnel | \$35.00 |
| SEC-R: 00007 | Set of Rock Formations | \$72.00 |
| SEC-RIV: 00001 | Straight River Piece | \$8.00 |
| SEC-RIV: 00002 | Bending River Piece | \$12.00 |
| SEC-RIV: 00003 | Straight River Piece with Ford | \$12.00 |
| SEC-RIV: 00004 | Y River Section | \$12.00 |
| SEC-RIV: 00005 | River Set with 7 straights, 10 bends, 1 Y, 1 Ford, 1 Bridge.... | \$120.00 |
| SEC-OD: 00001 | Small Swamp | \$15.00 |
| SEC-OD: 00002 | Large Swamp | \$35.00 |
| SEC-OD: 00003 | Hill with Lake | \$40.00 |
| SEC-OD: 00004 | Corner Hill with waterfall to be used with River | \$40.00 |
| SDP: 00001 | Half Village with moat for side of table | \$100.00 |
| SDP: 00002 | Half Castle with moat for end of table | \$120.00 |
| SDP: 00003 | Undead Graveyard | \$120.00 |
| SDP: 00004 | Chaos Cave Entrance | \$120.00 |
| SDP: 00005 | Destroyed Cathedral | \$125.00 |

Sculptors Workshop

Sculptors Workshop is an Australian company based in Melbourne. The originals of every piece in their range was carved by Graeme Anthony. Many pieces are Graeme's interpretation of J.R.R. Tolkien's work.

Chess Sets & Boards

| | |
|--|----------|
| Armageddon Chess Set (Fantasy/Medieval) | \$585.00 |
| Imperial Dragon Chess Set (All pieces are dragons) | \$500.00 |
| Alice in Wonderland Chess Set (from the book) | \$410.00 |
| Richard II Chess Set (Medieval) | \$250.00 |
| Henry VIII Chess Set (Renaissance) | \$250.00 |
| War of the Rings Chess Set (Lord of the Rings) | \$500.00 |
| Medieval Chess Set | \$180.00 |
| Large Chess Board 55cm Sq | \$170.00 |
| Small Chess Board 41cm Sq | \$150.00 |

Dragons & Fantasy Figures

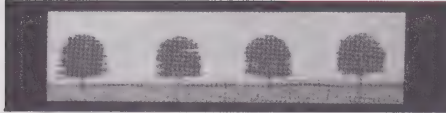
| | |
|--------------------------|----------|
| Gargoyle | \$60.00 |
| Small Smaug | \$32.00 |
| Eurasian Dragon | \$62.00 |
| Chinese Dragon | \$62.00 |
| Gandalf (Pewter) | \$70.00 |
| Black Dragon | \$80.00 |
| Bronze Dragon | \$62.00 |
| Strykar Dragon | \$62.00 |
| Wraith | \$32.00 |
| Spring Dragon | \$43.00 |
| Egg Dragon | \$29.00 |
| Sentinel Dragon (Pewter) | \$115.00 |
| The Alchemist (Pewter) | \$144.00 |
| Dragon Oil Burner | \$99.00 |
| Galadriel's Pool | \$144.00 |

Pewter Goblets

| | |
|-------------------------|----------|
| Hobbit Goblet | \$135.00 |
| Smaug Goblet | \$135.00 |
| Gandalf Goblet | \$135.00 |
| Orc Port Goblets - pair | \$135.00 |
| Saruman Goblet | \$135.00 |
| Ent Goblet | \$135.00 |
| Gondolin Goblet | \$135.00 |
| Shelob Goblet | \$135.00 |
| Aragorn Goblet | \$144.00 |
| Galadriel Goblet | \$144.00 |
| Elven Flute | \$63.00 |

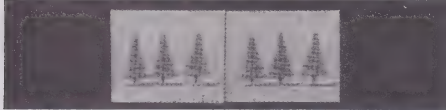
K&M MODEL TREES

The Trees Used By Games Workshop



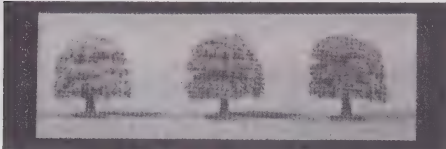
Green Deciduous Size 1 Tree Height - 3cm without base

\$1.00 each or \$90.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



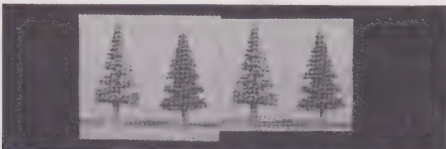
Green Fir Size 1 Tree Height - 3cm without base

\$1.00 each or \$90.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



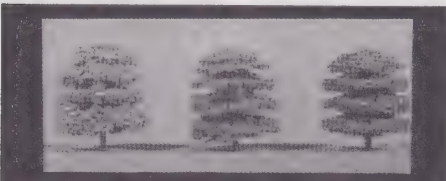
Green Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

\$1.50 each unbased or \$33.75 for a box of 25 unbased
\$2.00 each based or \$45.00 for a box of 25 based
Suitable for 15mm & 1/300th, Space Marine, BattleTech, etc.



Green Fir Size 1A Height - 5.5cm no base
Height - 6.5cm with base

\$1.50 each unbased or \$33.75 for a box of 25 unbased
\$2.00 each based or \$45.00 for a box of 25 based
Suitable for 15mm & 1/300th, Space Marine, BattleTech, etc.



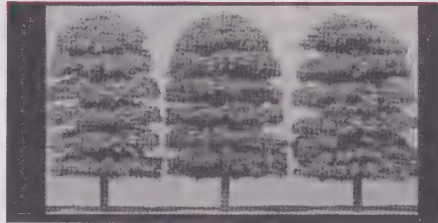
Green Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

\$2.50 each unbased or \$56.00 for a box of 25 unbased
\$3.00 each based or \$67.50 for a box of 25 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



Green Fir Size 2A Height - 10cm no base
Height - 12cm with base

\$3.00 each unbased or \$54.00 for a box of 20 unbased
\$3.50 each based or \$63.00 for a box of 20 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



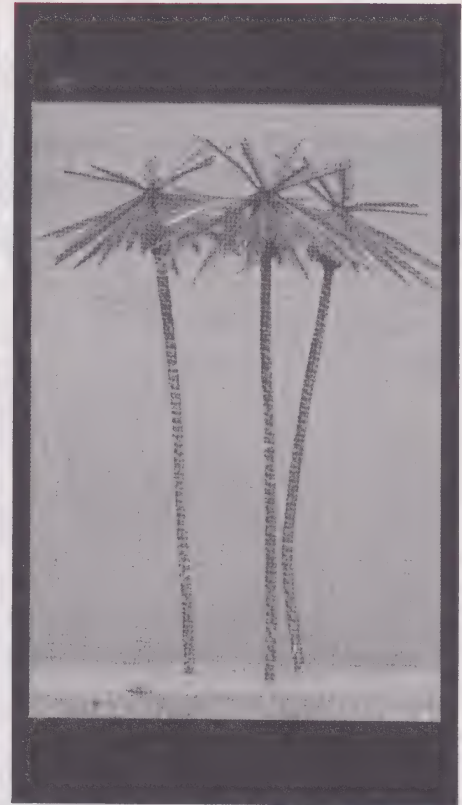
Green Deciduous Size 3 Height - 13cm no base
Height - 15cm with base

\$4.00 each unbased or \$72.00 for a box of 20 unbased
\$4.50 each based or \$81.00 for a box of 20 based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



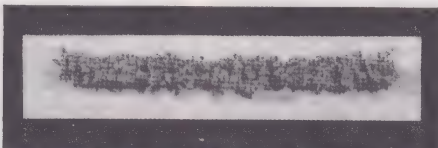
Small Palm Tree Height - 8cm without base
Height - 8cm with base

\$2.25 each unbased
\$2.75 each based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



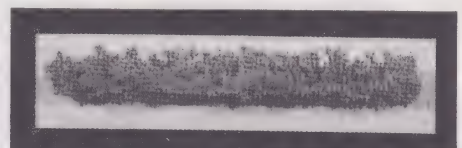
Large Palm Tree Height - 16cm no base
Height - 16cm with base

\$8.50 each unbased
\$9.00 each based
(Suitable for all 25mm figures, eg, Warhammer Fantasy & 40,000, WW2, & suitable for all 15mm figures, eg ancients.)



Small Green Hedge Size - 15.5cm long by 1.6cm high

\$2.50 each or \$45.00 for a box of 20
(Suitable for 15mm ancients, napoleonic, fantasy, etc, or as a small hedge for 25mm, eg, Warhammer Fantasy, 40,000, World War 2)



Large Green Hedge Size - 18cm long by 2cm high

\$4.00 each or \$72.00 for a box of 20
(Suitable for 25mm figure scales, eg, Warhammer Fantasy, Warhammer 40,000, World War 2, US Civil War, etc.)



Computer Games

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Pre World War I

BATTLES OF THE U.S. CIVIL WAR Vol 1

Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War. Available on 3.5" FD only.

SSG

IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR Vol 2

Covers the war's middle years, with scenarios of the battles for Chantanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflicts ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs. Available on 3.5" FD only.

SSG

IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR Vol 3

This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbour, and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' and 'Warpaint' scenario creation system. Available on 3.5" FD only.

SSG

IBM - \$45.00

CAESAR

As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with bathes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, features include city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. IBM Requires 386+, 1mbRAM, VGA, hard disk, CD-ROM

IMP

IBM - \$40.00

COLONIZATION

Colonization from Sid Meier, who brought us *Civilization*. A story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Holland, or Britain, and use the wealth of the land to build up your population. Use deceit and force to outwit rivals. Use trade alliances to forge friendships and create new industries - all the while trying to hold back the possibility of revolt. With great graphics in the style of *Civilization*. IBM requires: hard disk, 3.5" FDD, VGA, mouse, VGA.

MIC

IBM - \$90.00

COLONIZATION on CD-ROM Requires as above + CD-ROM.

FIELDS OF GLORY

We've been trying for ages to get this game, an absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon, Wellington and Blucher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or lines, artillery can be both limbered and unlimbered - and the horses and limbers are still shown when unlimbered, cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. You control thousands of troops in close-up conflicts, or on wider, more tactical views. You issue orders to your forces quickly and effortlessly with a point and click interface. You can experience the excitement of Napoleonic warfare from small engagements to huge battles such as Ligny and Waterloo. You can get instant information about the status of all your troops. And there is pure, thundering "against the clock" battle action that pushes you to the limits and recreates the pressures and tensions of active combat command. Don't buy this game unless you are willing to give up at least two solid weeks! IBM requires: 386+, hard disk, 3.5" FDD, VGA, mouse, 2mb RAM.

MIC

IBM - \$90.00

HIGH SEAS TRADER

Are you ready to take the helm of your own ship as a 17th century horizon slides into view? This completely new look in strategy gaming using a 3-D perspective (no more little ships on flat maps!) puts you right up on deck while you outrun pirates and create trade routes to riches. Features a variety of goods to trade and passengers to carry. You command a crew of soldiers, sailors and apprentices, you defend against pirates and enemy man of wars. You can buy and enhance ships from several different types. You engage enemy ships in realistic sea combat, and you can even board and pillage foolhardy pirate ships. Graphics are great, and with the 3-D approach, you feel like you are actually there. IBM Requires: 386+, 4mbRAM, VGA, CD-ROM or 3.5" FDD, Microsoft Compatible Mouse.

IMP

IBM - \$90.00

KINGMAKER

Avalon Hill's famous boardgame is now available as a solitaire computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported various contenders for the throne. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniatures game; a strategic map on which to maneuver your armies and gather taxes, etc. IBM requires: mouse, VGA, hard disk, 3.5" FDD, MS-DOS 5.0 or higher.

AH

IBM - \$90.00

LORDS OF THE REALM

In the league of *Civilization*, this game presents medieval culture and society on an extremely detailed scale. The English throne lies empty in 1268 AD. You and 5 other lords are locked in a struggle for the crown. Reap the benefits of successful feudal governing, castle building, castle sieging, and land battles to conquer your rivals and claim the kingdom. You need to keep your serfs happy, assigning them to farming, herding, building, military, and other tasks. Design your own castles, and besiege those of your enemies. You can play the game straight from CD, there can be up to six human players, you can have modem play, the game features a detailed and realistic economic simulation, there are merchants and trade, and diplomatic messages and alliances, even with computer players. IBM Requires: 386 +, 4mb RAM, CD-ROM or 3.5" FDD, hard disk, VGA, Microsoft Compatible mouse.

IMP

IBM - \$90.00

THE BLUE & THE GREY

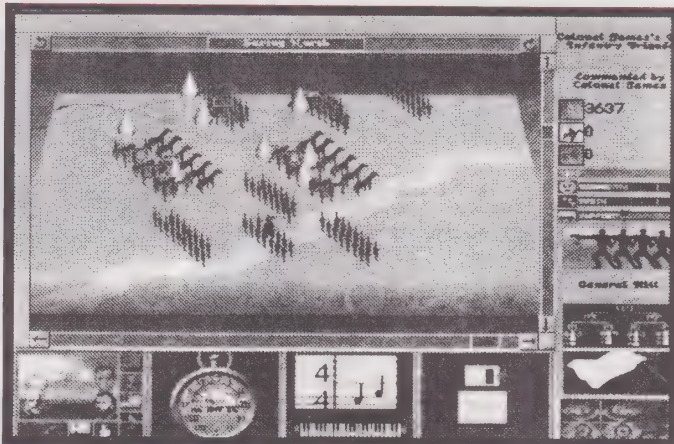
An extremely detailed and very popular recreation of the American Civil War. You can control either the Union or Confederacy, and can create your own armies, name your units, recruit additional man power and even train your soldiers. You deploy your armies by road, sea, rail, or cross country. Battles are resolved in a micro-miniatures style format, with tactical and strategical views of the battlefields. Battles will range from skirmishes to full blown battles. You can stop the fighting at any time to give new orders, regroup, or look at reports. IBM Requires: 286 +, VGA, hard disk, 3.5" 1.44 FDD or CD-ROM, Microsoft Compatible Mouse.

IMP

IBM - \$90.00

THE CIVIL WAR

EMP
This game lets you plan and fight every major battle and campaign of the American Civil War. Lead North or South through four bloody years that shaped the worlds most powerful nation. Captures the huge scale of the war, with armies and fleets. All the resources of the war are available, as you attempt to crush enemy resistance and fortifications. Control ironclads along the Mississippi, the building of railways, or small units of Rebel cavalry, over a vast battlefield area. Includes a full campaign allowing you to move your armies by land, sea, rail, or river. When armies meet you can choose to fight or retreat. Battles are fought using individual artillery, cavalry and infantry units on 3D texture mapped Gouraud shaded battlefields, all in real time. IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk. IBM - \$90.00



WORLD WAR II

1944 ACROSS THE RHINE

MIC
Experience a tank commander's view of this period of gut wrenching armored combat battle action. You have complete operational control - fight in battles and campaigns as a sergeant tank commander or any other higher level of command, commanding a single tank platoon or an entire US or German battalion. All scenarios from 1944-45, Western Front. You must use real tank tactics to overcome the enemy. Graphics are outstanding, including top down views of local or major maps, as well as 3-D views of tanks in action, including the terrain they are in. With two very thick manuals, one being historical commentary. IBM Requires: 486 +, CD-ROM, 4mbRAM, hard disk, SVGA, Mouse.

\$90.00

CARRIERS AT WAR

SSG
Contains 5 decisive naval engagements - Midway, East Solomons, Philippine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study. New IBM version contains stunning graphics and combat reports. Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA.

IBM - \$70.00

CARRIERS AT WAR CONSTRUCTION KIT

SSG
Contains 4 color maps and a thick 336 page rulebook, that allows from the smallest variation to an existing battle or the complete design of an original carrier battle scenario. You can build ships and planes, organise them into squadrons and task groups, draft a map and position airbases, coast watchers, etc. Also includes three brand new scenarios: Wake Island, Guadalcanal, and Tarawa. You also have the ability to customize computer artificial intelligence. The huge appendix features the stats on every US and Japanese plane & ship. Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA, 386 or better, 2 Mb RAM.

IBM - \$70.00

CARRIERS AT WAR II

SSI
Fleet carrier actions in the South East Asia 1936-1946. Offers more tension, more excitement, tougher opponents and more dramatic carrier battles. The uncertainty of war is vividly recreated and entire battles can turn on the effects of just one plane. It also allows for broader issues of strategic decisions. The eight scenarios include hypothetical, historical, and controversial, exploring all aspects of tactical and strategical combat between Japan, United States, and Great Britain. Totally compatible with the Construction Kit.. IBM Requires: 386SX or better, VGA/MCGA, 2MB Expanded/Extended memory, microsoft or compatible mouse, hard disk.

IBM - \$90.00

EMPIRE DELUXE MASTERS EDITION for Windows ONLY

NEW
This game is so popular amongst many gaming circles, that I know of a confirmed MAC addict bought an IBM-PC just to play this game! The game mechanics are simple, allowing players to resolve conflicts from WW1 up to the present day, with troop types including infantry, armor, fighters, bombers, troop transports, destroyers, subs, cruisers, battleships, and carriers. There can be from 1 to 6 computer or human players - and here's the greatest appeal of the game: you can play it with friends using modem, network, or null modem. The game features multiple zoom settings, various levels of play, and a simple to use scenario editor where you can determine anything from the size of the world to the number of players, etc. One of the scenarios provided is an absolute monster game of WW2 - with the entire world! Requires: 386 or better, hard disk, CD-ROM, VGA, or SVGA. Requires Windows.

IBM - \$60.00

EMPIRE II

NEW
Empire Deluxe was a game of world conquest and domination. With the focus on the entire world, the game tested your strategic skills in quickly spreading out, exploring and gaining control of all. *Empire II* is different - it is best described as being Grand Tactical - your objective is to win the battle, not the War. The game is based on pre-defined scenarios, but a Game Editor allows you to create your own scenarios and modify those provided. Features a wide range of war technology, infinite combat detail, sequential and parallel play, and supports modem and network support. IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk.

IBM - \$90.00

HIGH COMMAND

360
Plays directly from CD-ROM. High Command captures WW2 in Europe on a grand scale. Spanning the war years 1939 through 1945, you are placed in complete control of all military, economic, and political resources. Lead the Allied or Axis war machine. Command all available land, sea, and air forces. Exercise all available options. Build up your military might or invest in your country's infrastructure. IBM Requires: 386, 3mbRAM, CD-ROM, mouse, SVGA.

IBM - \$30.00

IRON CROSS

NEW
Command the Axis or Allied forces as you recreate 12 historic battles of WW2. Storm the beaches of Normandy in Omaha Beach, or attempt to route the German forces from their entrenched positions at breakout at St Lo. Each scenario is an accurate depiction of the actual battle; every detail is carefully recreated, from the town layouts and surrounding terrain to the type of units and number of airstrikes available at the time. Carefully select your armor and artillery units to ensure a clean victory or suffer utter defeat at the hand of your opponent. The game appears to be a grand tactical simulation with individual guns, squads, and tanks, with a feel much like Advanced Squad Leader. IBM Requires: 386+, 4mb RAM, SVGA, mouse, 3.5" FDD or CD-ROM, hard disk.

IBM - \$60.00

OPERATION CRUSADER

AH
Although this game is produced by Avalon Hill, it has been designed by the people who brought us the V FOR VICTORY series, and such the quality is extremely high, with stunning graphics for color

Macintosh. It is set in November 1941 on the Libyan Egyptian border, between Rommel's Afrika Corps and the British 8th Army. It has five scenarios and a campaign, and features a full color map of South Africa to play over, multi-national forces, armored overruns, four types of assaults and artillery missions, limited intelligence and fog of war, a stronger AI, etc. Requires: *Color Mac, System 7, 5 MB RAM, hard disk, 3.5" FDD.* **MAC - \$99.00**
IBM Requires: 3.5" FDD or CD-ROM, hard disk, mouse, SVGA, 4mb RAM, 386+. **IBM \$90.00**

PANZER BATTLES

SSG Combined-arms strategic action from the savage, mechanized killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous "What if?") and players are able to control the icon graphics. These is also the DYO scenario kit. With low complexity and fast playing mechanics. **IBM requires 3.5" FDD, hard disk, VGA.** **IBM - \$45.00**

PANZER GENERAL

SSI As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. There are 350 unit types, including many types of tanks, guns, infantry, aircraft, etc. **IBM Requires: CD-ROM or 3.5" FDD, 4mb RAM, SVGA, hard disk, mouse, 386DX33+.**
IBM CD-ROM \$40.00 **IBM 3.5" FDD - \$90.00**

PERFECT GENERAL II

QQP An unbeatable strategic and tactical experience with stunning graphics, intuitive interface and much improved computer AI. Feel the power as you command missions in the most exciting eras of world conflict. Airpower rules the skies, rockets crater the landscape, and tanks rumble across barren terrain as you lead your armies to victory. With 5 levels of difficulty, two player options, including modem or null modem, campaigns and single scenarios, two graphic options, new weapons, such as Elephant Super Heavy Tanks, mobile machine guns, tactical air support, MG nests, etc. A thoroughly enjoyable game! **IBM Requires: CD-ROM, 386+, SVGA, 4 mb RAM, Microsoft mouse, hard disk.** **IBM - \$90.00**

SILENT HUNTER

SSI A feature packed WW2 submarine simulator. As commander of an American submarine in the South Pacific, your task is to sink as much enemy tonnage as possible. Choose from a variety of American submarines and prowling the shipping lanes. Steal into enemy harbors, embark on Special Operations missions. Authentic WW2 film footage, cinematics and narration throughout. Play individual missions or an entire campaign. Enjoy a first person view of ships and an eagle eye view of tactical situation maps. **IBM Requires: CD-ROM, 4mbRAM, hard disk, mouse, SVGA.** **IBM - \$40.00**

STALINGRAD

AH Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Rumanian, Italian, and Croatian allies to bolster their flanks. But the Red Army has other plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to hand Hitler his first major defeat. This game, featuring stunning graphics, allows you to play the computer or a human opponent, and you can play Axis or Soviet. **IBM Requires: 8 mb RAM, 386+, VESA SVGA, hard disk, CD-ROM or 3.5" FDD.** **IBM - \$90.00**

STEEL PANTHERS

SSI The latest from Gary Grisby, and possibly his best yet. This is a game of WW2 tactical squad level combat. You command individual tanks and squads, up to a battalion, and can use infantry, cavalry, motorcycles, mortars, AT guns, artillery, aircraft, and over 200 different tanks. There are several set campaigns which allow you to lead your troops through the entire war in Europe or the Pacific. There are also many ready to run historical scenarios, or you can create your own. Graphics are stunning top down views that look much like *Advanced Squad Leader*, and you can call up datascrreens on tanks and units. **IBM Requires: SVGA, CD-ROM, 8mbRAM, mouse, hard disk.** **IBM - \$40.00**

THE BIG 3

ALL Big 3 is a high level recreation of the European and north African theaters during WW2. An addictive and easy to understand game, each player assumes supreme command of the Axis, Allied and Soviet forces in Europe during the period from 1939 - 45. You control all the action from the strategic Rock of Gibraltar to the frozen roads to Moscow. Recreate the epic battles of Tobruk and Stalingrad, open a second front on Normandy or Italy. Everything historical has been taken into account including harsh Russian winters, low morale of Italians, Rommel's tactical genius, etc. **IBM Requires: Windows 3.1, CD-ROM, VGA, hard disk, 386+.** **IBM - \$60.00**

POST WORLD WAR II

ARMORED FIST

NOV From the creators of *Comanche* and *Ultrabots* comes a thrilling first person modern tank simulator. With realistic pre-built missions, with the ability to design your own, even down to planting individual trees. Choose American M1A2 Abrams MBTs, M3 Bradleys, Russian T-80s, or BMPs. Engage your enemy in accurate battle environments where you encounter translucent smoke and explosions, command multiple tanks over 3-D terrain, call in remote artillery or tactical air support, hear explosions and weaponry hit the enemy and surrounding terrain. Stunning graphics. **IBM Requires: 486+, VGA, mouse, 3.5" FDD, or CD-ROM, 4mbRAM, hard disk.** **\$90.00**

FIFTH FLEET

AH By Avalon Hill, this is the computer game of their board game, where you are in command of 5th Fleet, a Navy Task force in the Persian Gulf and Indian Ocean. You have a full range of hardware at your command, with Nimitz class carriers with Tomcats and Hornets; Ticonderoga class cruisers, F-117A stealth fighters, and P-3 Orions supporting you from shore. The computer handles the non-essential work, leaving you to worry about strategy and command. Hi-res graphics give you crisp, vivid maps and screens. Play against a wily computer opponent at variable levels of aggression and difficulty, or hot-seat a friend on the same computer, or pay via E-Mail. With 19 different countries, over 100 classes of ships, 60 types of aircraft, & 10 scenarios. The game manuals are in full color, including color screen shots and color photos of nearly all the ships and aircraft. **IBM requires: 386+, VGA, mouse, 3.5" FDD or CD-ROM, hard disk.** **IBM - \$90.00**

FIGHT COMMANDER 2

AH Flight Commander has a scenario generator that lets you dictate opponents, level of difficulty, and time periods from the Korean War to the present and up to 2010. Choose from 5 different campaigns or use the Point and Click Battle Generator to create new scenarios. Campaigns include Vietnam, Nato Vs Warsaw Pact, Falkland Islands, and the Persian Gulf. Has 112 different aircraft from 37 different nations. You can play human vs human or human vs computer, or via E-Mail. **IBM requires: Windows 3.1, 4mb RAM, 386+, VGA, mouse, CD-ROM.** **IBM - \$90.00**

HARPOON CLASSIC on CD-ROM

360 Over \$300 worth of software of Harpoon products, including new digitized sound drivers, enhanced user interface, air-to-air refueling, on screen command pallet, etc. This CD-ROM package includes the Harpoon game, Battleset # 1 GIUK, Battleset # 2 North Atlantic Convoy, Battleset # 3 The Mediterranean Conflict, Battleset # 4 Indian Ocean/ Persian Gulf, Designer Series I, Designer Series II, and Scenario Editor. There are total of 200 scenarios. **IBM requires: CD-ROM, 1mb RAM, hard disk, mouse, 386+.** **IBM - \$99.00**

HARPOON II

360 A lot of people are waiting for this anxiously. It is the ultimate contemporary naval warfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game

system. It has 20 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc, you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes. **IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 386DX or better, 3.5" FDD.** **IBM - \$40.00**

♦ **BATTLESET 2 WESTPAC** 15 new scenarios in the Western Pacific involving the USA, Russia, China, Vietnam, North Korea, South Korea, Japan, Indonesia, Australia, etc. Requires as above. **\$60.00**
 ♦ **BATTLESET 3 COLD WAR 15** scenarios set in the cold war era involving the United States, Russia, NATO and Eastern Block militaries as they existed prior to the fall of the Iron Curtain. Over 80 new platforms with a database available for the era. **Requires as above.** **IBM - \$60.00**
 ♦ **HARPOON II DELUXE MULTIMEDIA EDITION** With two new BattleSets, Global Conflicts 2 & 3 with a total of 30 new missions; all new graphical scenario editor, 100 new video and sound clips, a comprehensive tutorial, etc. **IBM Requires as above plus CD-ROM.** **IBM - \$109.00**

GREAT NAVAL BATTLES Vol III

SSI A huge masterful simulation encompassing naval combat of the entire Pacific War. All major American and Japanese ships and aircraft of the Pacific Theatre are included. A random battle generator lets you create unlimited conflict - from small surface engagements to full-blown carrier task force battles. The scenario editor lets you create your own battles or modify existings ones. Includes the light carrier *Orl* with 40 Long Lance Torpedoes, Essex Class carriers, and the super carrier *Shinano*. **IBM Requires CD-ROM, 4mbRAM, VGA, 386+, hard disk.** **IBM - \$40.00**

USS TICONDEROGA

MIN You are in command of the USS Ticonderoga, and this game is as close as you'll get to the real thing. With its relentless command strategy and realistic role playing elements reflecting current world situations from the Middle East to the Far East, this game puts you in the heat of the action. With superb 3D graphics, advanced surveillance mechanisms, real time decisions, first person command view, 20 different missions. **IBM Requires: CD-ROM, hard disk, 386+, SVGA, Windows 3.1, 4 mb RAM.** **IBM - \$40.00**

SCIENCE FICTION

BIOFORGE

ORI This is a very cute graphic adventure - and if I had more time, I would be playing it right now. As it is, I only had time for a brief examination. The game is set in the future, where you are snafed off the street, brain whiped, and then forged into a cyborg, against your will. The game starts with you, the cyborg waking up in your cell with an automated drone telling you what to do to avoid punishment. You can do anything with your character, so I started off walking my character towards the door. But the drone kept zapping me and repeatedly told me to get back on my bed. I worked out how to do combat, but was not getting anywhere until I used my head - literally. I head butted the drone, which crumpled in half, but was continued to drawl out a message - illegibly now. I tried to get past the force field and failed, but then I grabbed the drone and pushed him into the field, and down it went! Then I found myself in the corridor of the moonbase, with the task ahead of me of trying to find out who I was-am. Has variable outcomes. **IBM Requires: 486/50+, hard disk, 8 mb RAM, CD-ROM, VGA, Microsoft Mouse.** **IBM - \$90.00**

BUREAU 13

GAM Basically the X-FILES with a different name. This government agency knows there are UFOs and paranormals, and that they pose a significant threat to the world. You play the head of Bureau 13, and build your own investigation team, selecting each character for their skills, and send them on journeys of discovering, deception, and violence. Your goal is also to keep such encounters secret from the populace. **IBM Requires: CD-ROM, 386/33+, 2mb RAM, VGA, hard disk.** **IBM - \$90.00**

DARK FORCES - STAR WARS

LUC DOOM meets Star Wars! And the result is roaring success. With graphics and world details the equal of Doom, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's latest doom weapon - an army of cybernetic doomsday warriors. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense drones, aliens, etc, as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. In one mission you have to find and switch on a generator so that power is restored to automatic doors, before you can achieve the objective. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good fun! **IBM Requires: 486/33+, 8 mb RAM, CD-ROM, VGA, hard disk.** **IBM - \$90.00**

DESCENT

INT Another Doom spin-off, this game is a visual experience worth undertaking. Because this time you are in a space ship - and you can fly up and down as well as forward. It contains 30 levels of the most mind bending, stomach churning action ever. With true 3-Dimensional worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and great music. You begin deep below the surface of Lunar Base I where an unknown alien race has taken over the chasm of the Post Terran Mining Corporation. Lunge straight down mine shafts, twist around never ending tunnels, and fight your way past robotic menaces in an environment that's truly 3-D. move up, down, shoot everything everywhere. Can be played two player via modem, or 8 player via network. **IBM Requires: 386+, 4mbRAM, hard disk, CD-ROM, SVGA.** **IBM - \$90.00**

The Ultimate DOOM

idSoftware A special release version of the original DOOM plus a whole new episode of 9 new levels - called The Flesh Consumed. These are expert levels that are so tough the first 27 seem like a walk in the park. **Requires: CD-ROM, 386/33+, hard disk, 4mbRAM, VGA.** **IBM - \$60.00**

DOOM2 Hell on Earth

idSoftware Once again idSoftware reveal why it is their games soar to the number one place on the charts. *Doom 2* has 32 levels to explore, all brilliantly laid out, complete with traps, hidden rooms and chambers, puzzles, and stunning graphics - with a lot of new scenery. You get to fight in underhalls, waste tunnels, a refueling base, a huge courtyard, a castle, a citadel, chasm, abandoned mines, the Spirit World, and some of my favorites - outdoor levels - downtown, an industrial zone, and suburbs, all with a view of a burning city in the background. There are new beasts to play with - baby spiders, ugly spuds armed with twin rocket launchers, undead dudes with rocket launcher, a big yellow thing which knocks you up through windows! and my favourite, a sergeant with a chaingun, each hit knocks you back a step. From what I could tell, the game does not contain anywhere near as much gross stuff as *Doom 1*. But the game is also much harder - if you don't cheat, some levels are near impossible, level 7 required I save the game every few seconds, with heaps of re-loads. Oh, level 31 will give you a laugh and bring back a lot of memories. **IBM requires: 386/33+ or faster, hard disk, 3.5" FDD or CD-ROM, VGA, 4mb RAM.** **IBM - \$60.00**
 ♦ **DIZONE Collector's Edition** CD-ROM with over 900 new levels for Doom and Doom 2, including new game layouts, maps, and a doom interface. Also utilities, sounds, music and graphic add-ons. This has dozens of hours of enjoyment. **Requires as above plus CD-ROM.** **IBM - \$45.00**
 ♦ **DIZONE 2** CD-ROM with 1,000 new levels for Doom and Doom 2, including new game layouts, maps, Doom interface, utilities, sounds, music and graphic add-ons. From the interface you can change skill levels, challenge other players, select turbo, repawn, etc. **Requires as above.** **IBM - \$45.00**

EARTHSIEGE

DYN *EarthSiege* is a game of mech combat, huge bipedal warmachines slugging it out with each other. I've watched a friend playing the game, and I was spellbound. The battlefield was a red colored, cracked-earth volcanic landscape. My friend powered up his mech and sent it forward, the scene shaking with each footstep taken by the behemoth. The cockpit graphics are great, with several views, and enemy mechs look great too. And unlike *Ultrabots*, this game actually uses tactics. You can target different parts of the enemy mechs, such as heads, legs, arms, and when you hit them, you see debris and armor flying off behind them. Includes over 45 missions across 8 campaigns. And randomly generated enemy tactics and battle conditions guarantee each replay is a different experience. Includes aerospace vehicles as well as suicidal killer mechanical spiders. The CD version includes digitized speech. **IBM requires: 386DX33+, 4mb RAM, hard disk, VGA, 3.5" or CD-ROM.** **IBM - \$90.00**
 ♦ **EARTHSIEGE EXPANSION PACK** With a new HERC, you can steal Cybrid secrets that enable you to upgrade your weapons, the Cybrids have new weapons, you battle across Urban Ruins and

Scorched Earth terrains, there are three new campaigns, and new cinematics. *As above.* IBM - \$35.00

FRONT LINES

In the league of THE PERFECT GENERAL, this is tactical ground combat in the year 2020. You command lasers, hover tanks, tracked tanks, infantry, artillery, ground to surface missiles, APCs, Shuttles, and HQs. Graphics are stunning in this turn based, detailed game. You can use the provided scenario builder and unit editor to change the game as you see fit. Game play is challenging and rewarding. Very addictive! IBM Requires: 386+, 4mb RAM, SVGA, 3.5" 1.44 FDD, hard disk, Microsoft Compatible mouse. IBM - \$90.00

GAZILLIONAIRE

A tongue in cheek game in which you are an intergalactic wheeler dealer rocketing among the 7 planets of the Galaxy of Gogg as the head of your own trading empire. Your spaceship is loaded with 100 tons of moon ferns, oggle sand, lava lamps, diapers and toasters. Your goal? Sell the cargo, make a cool profit, pay back your loans, and earn one million kubars before your squid-faced, lizard headed competitors beat you to it. With a sophisticated economic market, up to 6 computer opponents, weird and wacky graphics, and on line tutorial, etc. IBM Requires: Windows 3.1, 386+, CD-ROM, 4mbRAM, hard disk. \$90.00

JAGGED ALLIANCE

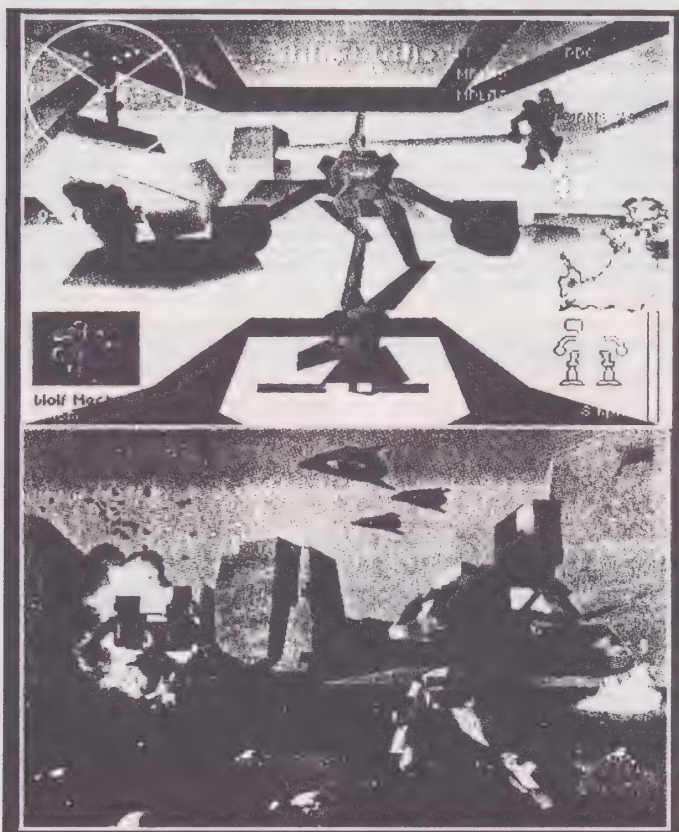
Desperately you are called to the island of Metavira by scientists Jack Richards and his lovely daughter Brenda. You hear of their plight, the Fallow Tree, its precious, medicinal sap on which countless lives depend, is under the control of the evil and traitorous Santino. You must pick a commando force of renegade mercenaries to take the island by force. With 60 mercenaries with 60 attitudes and 60 voices, over 4,000 lines of spoken dialogue, overhead animation of your characters, no single plot line to follow, etc. IBM Requires: CD-ROM, 4mbRAM, hard disk, 486/33 or better, mouse, VGA. IBM - \$90.00

MASTERS OF ORION

It has been a while since we've seen a good space game in the league of *Reach for the Stars* or *Space Ward Ho!* But at long last, there is another. In *Masters of Orion*, you begin the game with a single planet whose production you must exploit to build the spaceships needed for colonization of neighboring stars. Then, as your scientific knowledge advances, you'll start to equip your craft with more capacity and better weapons, to make them into all conquering fleets. As you extend you meet alien races, and you must decide whether to send spies to steal their technology, conquer them, or negotiate and make treaties with them. Features a vast galaxy to explore and conquer. Each of the ten alien races has different technologies, strategies, weaknesses, and strengths. You play against five other alien races, and can build and customize your ships with powerful new engines, missiles, bombs, shields, lasers, cloaking devices, etc. Planetology includes biological weapons and antidotes, terraforming, soil enrichments, etc. Very addictive. IBM Requires 386+, 2mb RAM, VGA, mouse, hard disk, 3.5" FDD. IBM - \$60.00
Masters of Orion/UFO Twin Pack Requires as above + CD-ROM. IBM - \$90.00

MECHWARRIOR II

About two years ago Activision recalled their almost completed game in embarrassment, and since then they have completely redesigned the entire game. And to my utter amazement, it is one of the most stunning games I have encountered. The opening cinematic sequence of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play is just as good - the same musical score, and the ability to use one of 15 different Clan omni or second line mechs. You can make custom pods with your own weapon choices for any omnimech. You can fight trial of grievances, practise as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. IBM Requires: 486/66 minimum, 8mbRAM, CD-ROM, 45mb hard disk space minimum, VESA SVGA, DOS 6.0, Microsoft compatible mouse. IBM - \$90.00



REBEL ASSAULT Star Wars

The original action arcade game for CD-ROM, now re-released. You take control of four Star Wars vehicles in a variety of challenging encounters with Imperial forces. Graphics and sound are stunning, and includes movie footage from Star Wars. IBM Requires: 386+, 4mbRAM, VGA, CD-ROM. IBM - \$40.00

RENEGADE Battle For Jacob's Star

Set in FASA's Renegade Legion universe. This is a flight simulator, not a wargame. Features SVGA graphics, 3D rendered cinematics, digitized voices, space combat from a first person viewpoint, multiple levels of difficulty, a flight simulator for practice. You command a squadron of Renegade fighters against the overwhelming Terrain Overlord Government. IBM Requires: 486/33, 4 mbRAM, SVGA, hard disk, CD-ROM. IBM - \$40.00

RISE OF THE TRIAD

A Doom copy. A maniac cult leader is preparing to bump off millions of unsuspecting people. It's your job as a member of the elite task force Hunt to stop him. So off you go - and if it moves - kill it. You are

equipped with all manner of ordinary and hi-tech weaponry, but the cult crazies have their own weapons and magical instruments. This game is also the first to have a gore option. You can tone it down or turn it up to the max. Features 13 single player levels, 11 Comm-bat zones for modem play for 2 - 5 players, remote ridicule to taunt your opponents. IBM Requires: 386+, 4mbRAM, CD-ROM. IBM - \$40.00

SPACE HULK

Its back - and now available on CD-ROM, see below. The game is a simulator of the popular miniatures game of the same name. You lead one or two squads of Dark Angel Terminators in over 50 missions against limitless hordes of genestealers. You give commands to your squads using "Freeze Time", which comes in a limited supply. You can take control of any one terminator, and can jump from Terminator to Terminator by using the Function keys. Graphics are stunning, and you get to fight in three different types of hulks as well as under ground. Weapons can be chosen by you in some missions, and include storm bolters, lightning claws, heavy flamers, assault cannons, etc. Sound is great - even through your PC speaker the Terminators talk to you, warning of ambushes, which trooper is under attack when using two squads. Still one of favorite games. AMIGA - \$35.00 IBM - \$20.00

SPACE HULK on CD-ROM

Now available on CD-ROM, this version of Space Hulk includes 9 more missions against those ravening four armed fiends, new animated and cinematic sequences, more digitized voice and sounds effects. The rest of the game is the same as above. IBM - \$30.00

STAR TREK: NEXT GENERATION A Final Unity

With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Gardian vessel. Troi explains the Gardians may be on friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. IBM Requires: 486+, CD-ROM, 8mbRAM, SVGA, hard disk. \$90.00

SYNDICATE

A corporate syndicate take over of the world, set in a cyberpunk dark future, using a team of cyborg soldiers. You gain both technology and weapons throughout the game, which costs money. Money comes from taxing conquered areas. You are competing against 7 other syndicates. Your cyborgs are either recruited during missions, or picked up and given a full body conversions after being run over by a car (on purpose of course!) There are fifty or so missions, using superb partial down-view 3-D graphics. Each mission requires your cyborg team to achieve something that will further your attempt to rule the world. Missions include corporate extractions to steal important people from rival syndicates, assassinations of political and military targets, retrieval of required items, etc. Graphics used to context various scenes together, such as the intro and mission de-briefings, are breathtaking. Please note that this is a very dark game. Requires: 512K SVGA, 386SX or better, 4 meg RAM, mouse, hard disk, 3.5" 1.44 meg FDD. IBM - \$50.00 MAC - \$99.00 IBM CD-ROM - \$50.00

SYSTEM SHOCK

Biological engineering and automation merge in a raging storm completely out of human control. You awake from a healing coma on board the space station Citadel, only to find yourself in the twisted aftermath of a terrible mutiny. Your companions have all been mutated beyond recognition to serve SHODAN, the ruthless computer that controls all station operations. With your neural implant you can even jack into cyberspace to search for clues to the mystery of what went wrong where. Creeping past armies of cyborgs and robots, you find hardware that grafts to your power suit and neural apparatus, including infrared vision, homing cameras, and an arsenal of weapons. Multi-function displays in your suit pump info onto your screens, describing artifacts, warning of biohazards and radiation, analyzing targeted foes, and decrypting cybernetic messages. Shaking from adrenalin and information overload, you scarcely have time to think before SHODAN unleashes another terror. There's no time to rest when your foe does not sleep. With a smooth 3-D scrolling effect much like in *Doom*, with stunning graphics, effects, etc. IBM requires: CD-ROM, hard disk, 486/33+, 4mb RAM, VGA. IBM - \$90.00

TIE FIGHTER

Its out, and we've been able to obtain supply of the game. And even more surprising, Lucasfilm actually learnt from the major mistakes they made with X-Wing. *Tie Fighter* is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your Tie fighter to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to X-Wing, and the joystick gives a smooth, easy ride, without you having to re-calibrate the thing every five seconds like in X-Wing. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your Tie fighter match the speed of your target. You get to fly a host of Imperial craft - Tie Fighters, Tie Bombers, Tie Interceptors, Gunboats, Tie Advanced with shields, and Tie Starfighter. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed. IBM Requires: 386/33+, 2mb RAM, 3.5" FDD, hard disk, VGA, joystick. IBM - \$90.00
TIE FIGHTER MISSION DISK Requires as above. IBM - \$35.00

WING COMMANDER SPECIAL CD-ROM

A special pack for Wing Commander, on CD-ROM. Contains Wing Commander I, Secret Missions 1 & 2, Wing Commander II, Speech Pack, Special Operations 1 & 2. Requires IBM, CD-ROM, 386+, hard disk, VGA, mouse. IBM - \$45.00

WING COMMANDER PRIVATEER & STRIKER COMMANDER

A special CD-ROM package containing the excellent shoot'em up sci-fi flight sim *Wing Commander Privateer*, *Speech Pack*, *Righteous-Fire Add-On Missions*, and the more true to life *Strike Commander*, *Speech Pack* & *Tactical Operations Add-On Missions*. IBM Requires: hard disk, VGA, CD-ROM, 486+, 8mbRAM. IBM - \$50.00

WING COMMANDER III Heart of the Tiger

Wing Commander III comes with four CD-ROM disks - that's over 2000 meg of game play and cinematics and digitised sound. Origin have outdone themselves - and every other company. I have seen nothing to compare with this game. You have the option of running the game through SVGA rather than VGA, and I recommend you do so. Cinematic sequences link many of the missions together, including actors such as Mark Hamill. In between flights you can also talk to selected members of the crew, and you can choose how you respond to them. You can choose different fighters and their missile loads. Your cockpit is stunning, and SVGA targets look magnificent too. And for a change, your wingmen are no longer retards who can hit a moving target. Some of the wingmen, such as Hobbes, manage to nail five targets by the time I've taken out two or three. The storyline in the game depends heavily on how well you do each mission. So if you fail important missions early on, you find yourself in inferior fighters and on the defensive. However, the storyline even when you are succeeding becomes rather tough and moving by the third CD. There are fifty intense missions, an excellent musical score, five types of fighters, and you play directly off the CD, as well as some hard disk installation. And once again you can fly with the mouse, rather than having to use a joystick. IBM Requires: CD-ROM, 8mb RAM (though more is recommended), SVGA, 486DX50+, mouse, hard disk. IBM - \$100.00

FANTASY

BETRAYAL AT KRONDOR

Dynamix has combined with Raymond E Fiest, the author of the *Riftwar Saga (Magician)*, to create a revolutionary fantasy RPG experience, with a new storyline from Raymond E Fiest. Features digitised actors and scenery, an innovative storytelling system that divides the game into 9 unique chapters totalling 100+ hours of game play; 224 million square feet of forested trails, snow covered mountain ranges, maze like sewers & bustling towns; battle armies of intelligent opponents in strategic turn based combat sequences. IBM Requires: 386+, CD-ROM or 3.5" FDD, VGA, 4mbRAM, Windows. IBM - \$90.00

BLOOD BOWL

The popular miniatures board game has been recreated very faithfully as an action packed computer game. With 8 authentic Blood Bowl teams with original fight songs, league, season, and exhibition battles - oops, games! Trading and free agents claiming options, instant reply and exclusive "Sky-Eye" Blimp cam, single

or two player competition, head to head modem play, and humans, orcs, dwarfs, skeletons, and really ugly cheerleaders. Our staff who are into Blood Bowl went nuts on this game. **IBM Requires:** 486+, 4mbRAM, VGA, hard disk, CD-ROM. **\$70.00**

CAMPAIGN CARTOGRAPHER

PRO
Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, ie, mountains, forests etc, is the first one you give to player characters when they start a new campaign. **IBM Requires:** hard disk, 3.5" FDD, VGA, mouse, 486+. **IBM - \$129.00**

◆ **DUNGEON DESIGNER** An add-on for CC. It includes symbols and commands specific to designing small scale maps and designs. With a 150 page manual. **Requires as above.** **IBM - \$46.00**



CRITICS CHOICE

With 5 great fantasy strategy games. *Archon Ultra*, a fantasy game of chess where arcade action resolves the battles between pieces, *Ultimate Domain*, an ancient or medieval version of *Populous*, *Dark Legions*, which is a huge punch up between a host of fantasy besties (a bit like *Streetfighter* in AD&D world), *Serf City*, a mesmerizing little game of building a medieval empire, and *Chessmaster 3000*. Ok, so that one's not fantasy, but as the other four are, I thought the fantasy section was the place to put them. **IBM Requires:** CD-ROM, 386+, hard disk, VGA, 4mbRAM. **IBM - \$50.00**

DEATH GATE

Based on the novels by Margaret Weis and Tracy Hickman. Long ago after centuries of war, the Sartan Race smashed the World Seal and sundered the Earth into separate magical realms, each sealed from the other by the powerful Death Gate. Magic was corrupted, knowledge lost, and common humanity forgotten. The defeated Patryns, trapped in the nightmarish prison realm of the Labyrinth, became twisted with hatred and plotted revenge. Born in this savage land, you escape and undertake a new quest, to find the pieces of the World Seal, set your people free, and get revenge on the Sartans. **IBM Requires:** CD-ROM, 386+, 4mbRAM, mouse, VGA. **IBM - \$90.00**

DISCWORLD

By Terry Pratchett (also did the Purple Tentacle game, I guess). An extremely cute and loveable fantasy adventure. Its a world with a dragon ravaging a city, where only a hero can save it. But the only hero around is Rincewind the wizard, whose only talent is that he's not dead yet. He also has The Luggage, the nastiest piece of travelware in the Universe. With that by his side, there's no limit to the things he can't do. Except that the wizard is really you. Discworld is a fantasy world with a low reality threshold. The real world keeps on breaking through - but Discworld changes it. So in the world you'll find some things that you sort of recognise. With many tiny subplots interwoven into the big plot. **IBM Requires:** 386+, CD-ROM, 4mbRAM, VGA. **IBM - \$90.00**

DOMINUS

Dominius is the best of all worlds. Its a strategic wargame, occurring in real time, set in a fantastic medieval realm, that allows you, as the Overlord of your dominion, to run the show from above or join the action on the battlefield in furious hand to hand combat. There are 7 difficulty levels so players of any skill level can play it. You'll create and control over 30 different types of monsters, deploy over 95 traps, use 55 spells, and negotiate with the invading members of 8 different clans, each with their own unique personality. With stunning graphics. **IBM Requires:** 386+, CD-ROM, 4mbRAM, VGA. **IBM - \$80.00**

DRAGON LORE

Done by the same people who produced *MegaRace*, which had the most stunning graphics I have ever seen. In this game you are Werner Von Wallenrod, an orphan living in a vivid, surreal realm lost in time. Your father has been murdered by the evil knight, Haagen Von Diakonov, who has sworn to destroy everything you know and love. You must take up your sword, shield, mace, and battle-axe and defend your homeland. Can you survive Diakonov's challenge? Become a dragonknight? Rally enough support to defeat those who oppose you? With dynamic first person views that put you in the action, full screen 3-D graphics and animation, easy to use point and click interface, view things from different angles, great sound effects, travel through four distant lands and face challenges by skeletons and original creatures. **IBM Requires:** 486DX+, CD-ROM, 4mb RAM, hard disk, SVGA, Microsoft compatible mouse. **IBM - \$90.00**

TERROR FOR THE DEEP

Tense? Nervous? Terrified? You will be! The year is 2040 (OK, so this game should be in the sci-fi heading, but what the heck). Liners are being sunk, ports are being attacked and unidentified Alien craft are seen breaking the surface of the worlds oceans. You are the Commander of X-COM: the organisation commissioned to investigate the sea-based terror. But beware, these aliens are devious, their weapons deadly, and their purpose extremely sinister. Develop a strategy to save the Earth by setting up floating X-COM bases across the world's oceans and managing all their resources. Investigate deep water crash sites: sunken cities, crashed alien ships, human ships, aircraft; undertake special underwater missions, where you lead your squad to investigate every nook and cranny, and fight across vast, complex alien sites and port based terror sites. You have a big arsenal of weapons. **IBM Requires:** VGA, hard disk, 3.5" FDD or CD-ROM, 386+, 6mbRAM. **IBM - \$99.00**

DUNGEON MASTER II

Commanding your party of warriors, you'll enter the most intelligent and realistic role playing world ever created. Featuring an all new version of the interface that defined point and click and a gaming world that seems truly alive, DMII is the ultimate quest of magic, dungeons, and monsters. All the creatures and characters think for themselves and react to your actions. Amazing special effects, lightning, rain, torch lit dungeon walls, above and below ground exploration, with villages, temples, forests. Real time combat, traps and puzzles. **IBM Requires:** 386+, 4mbRAM, hard disk, CD-ROM, VGA. **\$90.00**

ELDER SCROLLS: ARENA

An absolutely huge, huge game with a feel a bit like *Doom*. This game allows 360 degrees movement, a 150,000 word story as you search for the Staff of Chaos, 18 unique character classes to choose from,

2,500 magic items to find, over 400 cities, towns, villages and frozen wastes to explore, as well as forbidden crypts full of ancient tombs and undead. All manners of fearsome adversaries will attempt to stop you, with undead and monsters in the underworld, and a spell system where you can create thousands of your own spells. This is the 3rd top selling computer game in the USA. **IBM requires:** 386+, hard disk, VGA, mouse, 3.5" FDD. **IBM CD-ROM - \$90.00**

HAMMER OF THE GODS

The journey may scar your soul, cost you family and friends, but will also earn you the respect of both mortals and gods. You must ascend through the ranks of the Norse gods to take your rightful place beside Odin. Explore, raid, pillage and plunder as you carve out your empire. Test your skills as you embark on one of the most challenging quests bestowed upon a mere mortal. With 25 different combat unit types, 1 to 4 players can play via network, modem, or E-Mail, there are over 2500 frames of roto-scoped animation, a bonus 640x400 SVGA mode, and multiple role play quests and adventures, many of which have many different solutions. You can explore the world from different angles. **IBM requires:** CD-ROM, 386+, 4mb RAM, SVGA, mouse. **IBM - \$90.00**

LORDS OF MIDNIGHT

Offers a non-linear storyline with many ways to complete your quest. This results in a game that plays like an interactive novel. Journey through the largest terrain area of any RPG, the equivalent of 8 CD-ROMs. The online help system, which includes an almanac and travellers guide, provides easy access to the information you need to succeed. All characters are rendered in 3D texture mapped polygons. Travel the realm on dragonback. Days and seasons pass before your eyes. You can recruit up to 24 characters and their parties. The final showdown is within the treacherous corridors of Boroth's citadel. **IBM Requires:** 8mbRAM, hard disk, 486, CD-ROM, VGA. **\$90.00**

MAGIC CARPET PLUS

You're flying just feet above real landscapes. There's a dragon in front of you, killer crabs behind and some guy on a another carpet cutting you to ribbons. Bullfrog's latest epic is a thrilling fight to the death; a highly original blend of non-stop arcade action and strategy. A new real time landscaping engine combines exquisite graphics, awesome gameplay and one of the fastest flying experiences ever seen on a PC. Can be played with one player, or 2 - 8 players via a network. There are 50 missions, awesome arcade action, over 20 magic spells, etc. (This version includes *The Hidden Worlds - Add on mission with a new ice age. All spells have been upgraded in power. Plus there's a new Homing Meteor that always hits its target. You'll need it. There are 35 new worlds, 25 single player, and 10 multi-player. The bees are angrier, wyverns more wicked, and more powerful wizards.*) **IBM requires:** 486+, 4mb RAM, VGA, CD-ROM, Microsoft or compatible Mouse. **IBM - \$90.00**

MASTER OF MAGIC

This game could well be the game of the year. Its basically a fantasy version of *Master of Orion*, that is, a detailed, good fun fantasy empire building game. (Called 4-X by some - eXplore, eXpand, eXploit and eXterminate). The game also includes an alternate plane of a darker nature where six races and some new resource types reside. You travel between the planes via a spell or two wizards towers on the map. Developing cities is similar to *Civilization*, though the computer runs several of the more mundane aspects. The game features diplomacy, where you can form pacts, alliances, trade spells, threaten, cajole, etc. There are tons of technologies to develop and discover. The game has been heavily influenced by *Magic the Gathering* too. Up to eight units can stack together to form a combat unit. **IBM requires:** 386+, 2mb RAM, 3.5" FDD or CD-ROM, VGA, mouse, hard disk. **IBM - \$90.00**

MYST

Few are chosen. Fewer succeed. Journey in this game to an island world surrealistically tinged with mystery...where every vibrant rock, scrap of paper, and sound may hold vital clues to your unraveling a chilling tale of intrigue and injustice that defies all boundaries of time and space. Only your wits and imagination will serve to stay the course and unlock the ancient betrayal of ages past. Combine keen observation and logic to unlock the secrets of Myst. Walk through stunning 3D photo-realistic graphics. View incredible video and animation. Experience a first person point of view with no distracting controls or windows. Delight in an original soundtrack and sound effects that enhance the sense of realism. The game tells you have to move your character, and that's it. You have to discover everything else yourself. **IBM requires:** 386/33+, Windows 3.1, 4mb RAM, SVGA, CD-ROM, hard disk. **IBM - \$90.00**

NOCTROPOLIS

For ages 17 and over only. Contains adult themes, nudity, & violence. A game of vampires and a mad doctor, this is set in the City of Darkness, where your hero stands alone against the tide of evil. You are Darksheer, and your enemies are a vampire Succubus, Tophat the Magician, Master Macabre, and demonic allies. A beautifully rendered, adult graphic adventure about the grisly things of the underworld. **IBM requires:** 386DX33+, CD-ROM, Microsoft Mouse, SVGA, and soundblaster or similar. **IBM - \$90.00**

PHANTASMAGORIA

For ages 17 and over only, containing adult themes (and banned from being sold in some states.). The game features a frighteningly believable, ominous adventure. What begins as a dream soon becomes a nightmare. Horror unfolds in taut gripping chapters filling 7 CDs. Built-in hint option moves you quickly through dazzling 3-D rendered scenes. Lush realism and a haunting soundtrack create a nightmare you won't forget. **IBM Requires:** Windows 3.1, CD-ROM, 486, SVGA, hard disk, 4mbRAM. **\$90.00**

PRISONER OF ICE Call of Cthulhu

Its WW2. An English submarine is stuck in the ice. A time traveller searches the submarine with frantic purpose, but he is too late. The creatures the crew had inadvertently brought on board had escaped, and were spreading fast. The Great Old Ones were about to return! Only the time traveller could stop them and send the creatures back to the ice. Featuring the Call of Cthulhu mythos, time travel, over 60,000 frames of animation, 150 different scenes with 40 characters. **IBM Requires:** VGA or SVGA, 486+, hard disk, CD-ROM, mouse, 4mbRAM, Windows 3.1. **IBM - \$90.00**

REALMS OF ARKANIA Star Trail

In a world of irresistible temptations, your opportunities seem endless: the mystical Salamander Gem or the legendary Star Trail...wealth or glory...fame or power...In a world rife with peril, your destiny seems uncertain: an ancient feud fueled by a millennia of hatred...the bloodthirsty Orcs, an ever present danger. With fully animated, phased time, isometric 3D combat, fully detailed graphical maps with zoom, keyword dialogues, over 50 animated monsters to bash, 350 weapons, armor, and magical items, two difficulty levels, twelve character races, characters have strengths and weaknesses, 50 skills for your characters, which can be improved, etc. **IBM Requires:** 4mb RAM, 486DX33+, hard disk, 3.5" FDD or CD-ROM, VGA. **IBM CD-ROM - \$90.00**

THUNDERSCAPE

SSI's all new world of Aden, a big, brawny and boisterous realm. Driven by mechamagic, the crude but effective marriage of steam-age technology and powerful sorcery, Aden is a huge world of unbribed imagination and limitless possibilities. The game is set in the time of the Darkfall. Of mysterious origins, this black blight stains the land with its spawn - mindless horrors known simply as nocturnals. Great warriors ride across battered lands to battle these vile hordes. Twenty different levels including catacombs, fortresses, mines, mountain passages, caves, sewers, a Dwarven city, & the Radiant Castle. Twenty four different monsters, deadly traps, & puzzles to solve. **IBM Requires:** CD-ROM, 8mbRAM, hard disk, VGA, mouse. **IBM - \$40.00**

◆ **ENTOMORPH** A complete stand alone game, but the 2nd in the Thunderscape world. A malevolent plague is staining the land with its horrible offspring. You start off in the city of Kyan, and feel that you have caught this plague that turns every living thing into an insect. You have to find the cause of the plague and solve it before you completely morph into a bug. A single player RPG. **IBM Requires:** Windows, CD-ROM, 8mbRAM, SVGA, mouse, hard disk. **IBM - \$40.00**

ULTIMA VIII: Pagan

Time and again you have proven yourself a powerful threat to the Guardians plans. Now you are imprisoned on a distant world where the forces of the Guardian hold absolute command. The rules are different here. Without allies or even a familiar frame of reference, you must learn to defeat the ruling Elemental Titans on their own terms in your quest to bring the battle to the Guardian. Includes intense magic & fantasy, a closer blend of fantasy and reality, you can interact with the natives, incredibly smooth and lifelike animation, 400 frames of art per character, and 1200 for the Avatar. The game uses a new more natural perspective, and has a brilliant sound track and sound effects. **Requires:** 3.5" FDD, 386DX33 or better, hard disk, VGA. **IBM - \$30.00**

◆ **ULTIMA VIII on CD-ROM with Speech Pack**

IBM - \$90.00

WARCRAFT Orcs Verses Humans

I would rate this as perhaps the best fantasy wargame available on computer. You can play either orcs or humans, and lead them in a series of campaigns as you seek to conquer your world. You construct and rule your own medieval towns and defenses, you can play two player via modem or network, there are 24 campaign scenarios within two story lines, one as orcs, one as humans. There are another 20 scenarios that can be customised for unlimited game play; you command many unique creatures and troop types, including elementals, archers, catapults, spearmen, knights, wizards, clerics, wolf riders, etc. You need to explore, develop an economic base to fund your war effort, and your armies need a balance or troops which must support each other to succeed. Your troops also talk to you when you click on them with the mouse. My favorite is when you repeatedly click on the same orc - he gets rather irate with you! The orcs are the big green dudes brought to us by Games Workshop. IBM Requires: VGA, CD-ROM or 3.5" FDD, hard disk, 4 mb RAM, Mouse.

IBM - \$90.00

WARLORDS

1 to 8 players can participate in this large strategic fantasy campaign. Set in the medieval-fantasy world of Illuria, a fragile peace treaty has expired and after quickly dispensing with any pretence towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. Mechanics are simple, and include diplomatic ventures, economic restraints, production of military units and strongholds, and exploring for magical talismans or allies, such as dragons, ghosts, wizards, etc. There are 80 cities to conquer, 10 terrain types, 16 troop types and races, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve - and off with their heads!" says the blurb on the box, which well sums up the friendly atmosphere. (We have been asked by customers to warn you - it is extremely addictive!) Note: the IBM version is an improved version.

MAC - \$50.00

WARLORDS II

The long awaited sequel to Warlords is here - and it is greatly improved. It is for 1 - 8 players, any of which can be computer controlled. Computer intelligence is good, with levels being knight, lord, or warlord. An amusing option when playing against computer opponents is I am the greatest, which makes them all attack you all-out from the first turn. One of the greatest attractions of this new version is random maps - an unlimited number of them. You can even choose the percentages of woods, hills, water, etc. One brilliant quick-start option allocates all of the cities to the eight players, so you do not need to rush about exploring and gathering an industrial base - just produce armies and start kicking butt straight away! There are heaps of new unit types, such as giant spiders, scouts, wolf riders, pikemen, elephants, etc. Cities that can only produce one or two troop types, can invest gold in buying the ability to produce other troop types of your choice. Heroes can still romp around the map looking for talismans and allies (and unwittingly trip over monsters who are trying to stop them!)

Another great attraction of this game is that it contains diplomacy - even against the computer players. You can be in one of three diplomatic states with all of your opponents: allied, where you should not attack his units or cities; neutral, you can attack his units but should not attack his cities; and hostile, where you can attack freely cities or armies. In the diplomatic action screen you can change the way you wish to deal with another player, and it is in your advantage to declare war on someone first and attack him second. If you backstab him, all the computer players will lower their ratings of you & if you are rated the lowest, they will all declare war on you. Requires: IBM 386SX or better, 3.5" 1.44 meg FDD, hard disk, VGA, 2 meg RAM.

IBM - \$75.00

MAC - \$80.00

WARLORDS II DELUXE

As above, but also including brilliant SVGA graphics, superb sound, and 60 created worlds to fight over, as well as infinite random worlds, plus the scenario builder (as listed below) to let you create your own worlds. Up to eight players can battle for world supremacy in the unrestricted warfare of networkplay, or you can play via modem or e-mail. Scenarios include complete detailed castles to fight in, ancient, Napoleonic, etc. IBM Requires: CD-ROM, 4mbRAM, 386+, VESA SVGA.

IBM - \$90.00

WARLORDS II SCENARIO BUILDER

With this superb add-on for Warlords II, you can do anything at all that you wish to the game. You can edit any of the existing scenarios (and this game comes with 24 new scenarios, including Ancient Rome, Napoleonic Britain, a sci-fi world, etc), you can edit the pictures of any troop types using a simple point and click interface, you can edit any map, again with point and click, you can edit the strengths and speed etc of each troop type, control what can be built at cities, etc. The editor also allows you to build a world from scratch, and you can place your own land masses, put cities where you want them, and any type of unit at all - with a little imagination you could even make a space game based on Star Fleet Battles Federation & Empire! Requires: IBM 386 or better, VGA, hard disk, 3.5" FDD, 2 MB RAM, mouse.

IBM - \$63.00

Advanced Dungeons & Dragons

AD&D COLLECTORS EDITION

SSI made a series of really popular AD&D RPG adventures that have been unavailable for some time now. Well, now you can buy all 9 of them on CD-ROM for a great price. The nine games included with this package are (Forgotten Realms) *Pool of Radiance*, *Curse of the Azure Bonds*, *Secret of the Silver*

SSI



Blades of Darkness; (Dragonlance) *Champions of Krynn*, *Death Knights of Krynn*, and *The Dark Queen of Krynn*; and (Savage Frontier) *Gateway to the Savage Frontier*, and *Treasures of the Savage Frontier*. You can transfer characters from one game to the next within each epic. IBM Requires: 2mbRAM, CD-ROM, EGA/VGA, hard disk.

IBM - \$60.00

DARK SUN - Wake of the Ravager

Your player characters arrive in Tyr and find a big power vacuum left by the death of the Dragon, and the templars are unable to enforce their rule. All sorts of bag guys start appearing in the city. With great graphics, big musical score and sound effects, over 26 monsters to fight, 50-100 hours of game play, realistic interaction with characters, a wide variety of NPCs, and over 200 spells. Real time smooth scrolling. Action is continuous, with combat, conversation and exploration all taking place on one screen. IBM requires: CD-ROM, 4mb RAM, mouse, 486/33, VGA.

IBM - \$90.00

DARK SUN - Wake of the Ravager On Disk As above, but on 3.5" FDD.

IBM - \$90.00

DARK SUN - Wake of the Ravager Clue Book

\$24.00

FANTASYFEST

Contains four of the best AD&D titles in one package, on CD-ROM. You get *Unlimited Adventures*, *Dungeon Hack*, *Fantasy Empires* and *Stronghold*. That's an unlimited amount of AD&D gaming hours!

SSI

IBM Requires: 2mbRAM, 386+, hard disk, CD-ROM, VGA.

IBM - \$90.00

MENZOBERRANZAN - A Subterranean Saga

While resting in Iccwindale, members of your party have been captured by evil Drow Elves. To make matters worse, they have been taken underground, where the Drow reign supreme. Descend and rescue your comrades, but be warned: your fate and that of the famed Drizzt will become entangled - and your rescue mission will take on a whole new meaning! Welcome to the realm called Underdark and the malevolent city of Menzoberranzan in the Forgotten Realms world. New monsters abound. New tactics make combat more intense. The ability to levitate and fly add even more excitement to battles. High resolution VGA gives the effect of SVGA, auto mapping is printable, the adventure is real time and smooth scrolling, with an easy to use interface with single screen inventory. And the graphics are superb - the Underdark looks great. IBM requires: CD-ROM or 3.5" FDD, 386DX50 +, VGA, mouse, 4mb RAM, hard disk.

IBM CD-ROM - \$90.00

IBM 3.5" FDD - \$90.00

RAVENLOFT Stone Prophet

Escape the dreaded realm of Har'Akir before its legendary ruler, the ancient mummy Anhkpetot, awakens, and puts an end to your stay himself. Features more puzzles than any other AD&D computer game. New tactics make combat more challenging, the ability to fly adds even more intensity to battles, plus, a new spell management system enhances real time playability. With digitised voices and cinematics. IBM Requires: CD-ROM, 4mbRAM, 386+, hard disk, VGA.

IBM - \$40.00

THREE WORLDS OF AD&D

Three complete AD&D games on this one CD-ROM. The games are *Dark Sun*, *Shattered Lands*, where you explore the world of Athas; *Ravenloft*, *Strahd's Possession*, a gothic horror role play adventure, and *Al-Qadim - the Genie's curse*, where you explore this exotic world. IBM Requires: CD-ROM, hard disk, 4mbRAM, VGA, mouse.

IBM - \$50.00

MISCELLANEOUS

1830 Railroads & Robber Barons

Its the 19th century in the USA. America is poised for explosive westward growth. Magnates famed for their greed and business acumen rush to cash in. Can you handle the challenge? Lay track, build stations, purchase trains, and manipulate stocks to build an empire of iron and steel. History's greatest Robber Barons will try to stop you by undercutting your lines and buying out your stock. Your only weapons are money and trains. Will your empire succeed or fail? For up to six players, human or advanced computer AI, with random map generation. IBM Requires: 386 +, CD-ROM or 3.5" FDD, hard disk, VGA.

IBM - \$90.00

AWARD WINNERS PLANTINUM EDITION

Three very popular games all put together on the one CD. *Frontier Elite II*, where you play the role of a space trader dealing in all sorts of goodies, legal or not, with stunning graphics and once bitten, you play the game for days, nights or months. Also *Civilization*, the famous game where you start off 4000 BC with one tribe and try to take it all the way through til the current era. This game will also keep you up until all hours in the morning. And lastly, *Lemmings*, a modern day classic, a massive and truly mindboggling game of multiple skill levels. Totally addictive and easy to control yet it will have you pulling out your hair in frustration. IBM Requires: CD-ROM, 386+, VGA.

IBM - \$45.00

BULLFROG PAK

Six CDs are in this game, giving you six titles from Europe's #1 computer developer. Includes *Theme Park*, where you design and build the greatest amusement park in the world; *Populous*, a cute game of epic proportions where you play the part of a god, leading your faithful followers through world after world, guiding them to build, populate, and conquer; *Populous II*, similar to #1, but this time you fight against the Greek gods, each with their own powers and strengths, etc; *Powermonger*, in similar style to *Populous*, except this time its set in WW1; *Syndicate*, see description in the Sci-Fi Section; and lastly a *Magic Carpet Demo*. IBM Requires: CD-ROM, hard disk, 4mbRAM, VGA, 386+, mouse.

IBM - \$60.00

FIFA INTERNATIONAL SOCCER

An extremely popular title - international soccer for your PC! The game contains 48 international teams and 960 players each rated in 13 skill areas. Save and load the highlights of your greatest goals. Includes head, chest, pass, throw, backheel, tackle, and shoot shots. There are over 2,000 frames of player animation. You manage team formations, coverage and strategy during the match. Crowds follow the game with digitised chants, cheers, and boos. There is an IsoCam window for corners, throw-ins, and goal kicks. And the graphics and cute little players look great! IBM Requires: 386 +, 8 mb RAM, VGA, hard disk, CD-ROM, keyboard & 1 joystick. For 1 - 2 players.

IBM - \$90.00

NHL HOCKEY '95

You're the boss in NHL Hockey'95. Create players, execute unlimited trades as you manage your team through the 84 game NHL season. Do you have what it takes to create your own team that can capture the Stanley Cup? Get caught dropping an opponent to the ice on a break, and he'll go one-on-one with your goalie. Includes updated team and player rosters. New player moves include fake shots, drop passes, and players laying down on 'D'. IBM requires: 386 +, 4mb RAM, CD-ROM, hard disk, SVGA.

IBM - \$90.00

NBA LIVE '95

Basketball fast action game play is combined with in-depth statistics. The all new high resolution, wide angle court perspective allows a great view of the game. The 30 degree zoom view puts you right on the court. You can make player trades that will bring your team a championship. Trade for any player in the league. Compare and sought through over 300 players. You can play a full or reduced NBA season and then go through the playoffs and championship. Track and save team, player, and user stats throughout the season. All 27 NBA teams, 2 NBA All Star Teams, and 4 custom teams are provided. Each team has a complete updated roster, including rookies. IBM Requires: CD-ROM, 486/33 +, SVGA with VESA driver, 8 mb RAM, hard disk.

IBM - \$90.00

PGA TOUR GOLF 486

Another extremely popular sports game. ELA has brought together the PGA Tour and 486 technology to produce a stunning interactive golf experience. Compete for prize money and battle for survival against 56 top pros on 3 formidable Tournament Players Club Courses. Features 9 digitised PGA TOUR pros, 3 championship courses in stunning SVGA, snap-around view, variable weather conditions, fast redraw rate, 4 different types of play, and multiple play settings. IBM Requires: CD-ROM, 486/33 +, hard disk, 4mb RAM, SVGA Screen with VESA driver.

IBM - \$90.00

SIMCITY 2000 CD Collection

This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. The completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. Specially designed for VGA, can be played as a beginner or with options turned on as an expert. You can create and then run your own cities, or run any of the cities provided. If you do a good job of running your city, people will flock to it, otherwise they'll leave - so practise is required to learn their likes & dislikes. Cities can also reach up to the 5,000,000 mark, as opposed to the limit of 500,000 of Simcity Classic. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. Requires: IBM 386 or better, 4 meg RAM, hard disk & VGA, CD-ROM.

IBM - \$100.00

FAULTY PROGRAMS

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on your behalf. When they send us the replacement, we'll get it straight back to you.

Miniatures Rules

COLOR CODE

■ **New Item Now Available and in Stock**

■ **New Item Not Yet Released**

WRG ANCIENTS RULES

HISTORIC

WRG ANCIENTS RULES 7th Edition

Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. **\$16.00**

WRG ARMY LISTS Vol # 1 Ancient Near East 3000 BC - 500 BC

Until now everyone's been using the 6th Edition's three army list books, which are not really compatible with 7th Ed. This first new army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hyksos, Egyptian, Hebrew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Phillip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. **\$16.00**

WRG ARMY LISTS Vol # 2 Armies of Far East, Asia, America

A 90 page book of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Khitai-Liao, Sung Chinese, Mongol, Japanese (early to late), Aztec, Inca, Mayan, etc. Includes foot notes, descriptions, maps. **\$16.00**

WRG D.B.M. Version 1.1

DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat

D.B.M. has at last been updated to include all of the amendments that had previously been released on 3 pages. Many parts of the text have been re-worded where the text was a little confusing.

For 25mm, 15mm, 6mm or 2mm Ancient and Medieval miniatures wargaming, this is the most popular set of Ancient wargaming rules available. All troop types are classified according to how they actually fought, not according to what weapons and armor they had. Players field troops including Knights - including all cavalry who tended to charge and ride down their enemy; Cavalry, who tended to shower the enemy with javelin or bow, with controlled charges; Light Horse, including all mounted troops who skirmish in dispersed swarms and then evade the enemy when charged; Spears - all close formation infantry fighting with spears behind a shield wall; Blades - including infantry trained in fencing skills with swords or heavier weapons, sometimes supplemented by throwing weapons; Warband - all barbarians foot who relied on wild, impetuous charges; Auxilia - foot able to fight hand to hand or skirmish, also proficient in difficult terrain; Psiloi - all open order skirmishers who fight on foot, normally running away when charged, etc.

Combat is very quick and simple, with two pages of rules covering all aspects of combat. All troops are based in elements, in 15mm, 2, 3 or 4 figures are based on 4cm wide bases, from 1.5cm to 4cm deep. Combat occurs between two elements, each throwing 1D6 and adding the roll to his combat factor against the enemy troop type. Normally, if you exceed your opponent's score, his element is pushed back. But some troop types are destroyed when pushed back by others, such as knights destroying spears they push back. And when you double your opponent's score, his element is usually destroyed, but again, there are many exceptions.

Each general (usually 2 to 3) has his own command, and throws 1D6. This is the number of actions he can perform. Generally, an element or group (elements in base to base contact) will cost one pip to move if regular, or two if irregular. Light troops are always 1 pip. **\$16.00**

WRG DBM ARMY LISTS Book # 1 3000 BC - 500 BC

A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Thracian, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **\$16.00**

WRG DBM ARMY LISTS # 2 500 BC - 476 AD

A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camillan, Marian, Early, Middle, Late, & Patrician Roman, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Vandal, Pictish, Saxon, and my favorite - the Parthians. The first seven games I played of DBM were of Parthians fighting Marian Romans, and I immediately fell in love with the Parthians. The cataphracts are rated as being Knights(X), i.e. exceptional. This means that they are classed as superior against spears, pikes, horse, & bowmen, but inferior against blades, knights, or warband, ordinary in all other cases. And moving 150 paces, they are basically fast super heavy infantry, and against legionaries in two ranks, they make for an even battle. But the horse archers! Zipping all over the place and totally invulnerable against any enemy foot. **\$16.00**

WRG DBM ARMY LISTS # 3 476 AD - 1071 AD

A 76 page book with army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Tribal Mongolian, Pre-Feudal Scots, Rus, Khitai Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. **\$16.00**

WRG DBM ARMY LISTS # 4: 1071 AD - 1500 AD

The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordinance, Wars of the Roses, Burgundian Ordinance, etc. **\$16.00**

WRG DE BELLIS ANTIQUITATIS Fast Play Ancients Rules 1.1

This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop

definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **\$9.95**

WRG HORDES OF THE THINGS

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **\$16.00**

WRG ARMIES OF THE NEAR EAST

208 page book covering the armies of the Near East from 3000 BC - 539 BC. It includes the organization, tactics, equipment, and dress of: Egyptian Old, Middle & New Kingdoms, Libyan, Kushite, Sumerian, Babylonian, Assyrian, Iranian, Hyksos, Canaanite, Syrian, Hebrew, Philistine, Midianite Arab, Phoenician, Hittite, Phrygian, Lydian, Minoan, Mycenaean, etc. A popular period partly because it also includes all the colorful armies covered in the Bible. **\$45.00**

WRG ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC

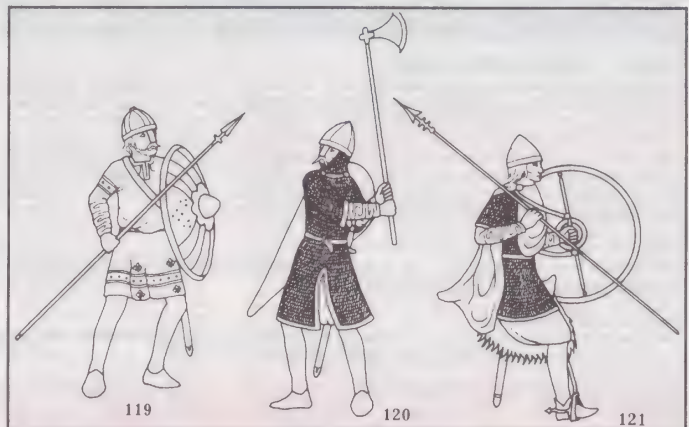
A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedonia, Alexander the Great, to the arising of Rome as the dominant power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. For example, did you know why the Greek Hoplites right flank tended to beat the opposing left flank? Each of the major battles of the period are covered. And best of all, there are over 100 pages of troop dress and equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. **\$36.00**

WRG ARMIES & ENEMIES OF IMPERIAL ROME 150 BC - 600 AD

146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - "The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances"), Sarmatians, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. **\$28.00**

WRG ARMIES OF THE DARK AGES 600 - 1066 AD

A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **\$30.00**



WRG ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD

A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitaliers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. In the late 1200s the Mongols invaded the Middle East as well. Each troop type is illustrated and described, giving armor and tunic colors, etc. **\$30.00**

WRG ARMIES OF FEUDAL EUROPE 1066 - 1300 AD

A 160 page historical reference book of Medieval Europe following the battle of Hastings 1066. It gives history, tactics, organisations, of Bulgaria, England, France, Holy Roman Empire, Hungary, Teutonic Knights, Poland, the Low Countries, Scotland, Italy, Spain, Wales, etc. Also covers many major battles, and gives illustrations and descriptions of each troop type for all the listed nations, including armor and tunic colors, variations, shield & banner designs. **\$38.00**

WRG ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD

A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. The book is so detailed that it includes even the actual money paid to various troop classes throughout those wars, eg. £1 a day to a Prince in 1347, to 6d to a Hoblar. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each belligerent. 192 pages. **\$38.00**

WRG ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD

A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitaliers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, Venice, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **\$38.00**

BLOOD BERETS

HEA BLOOD BERETS

A superb miniatures-boardgame set along the lines of Space Hulk, of similar complexity. Set in the Mutant Chronicles universe, in our not too distant future. A dark future of megacorporations who slug it out with each other, the nations, and the Dark Legion - an almost unstoppable horde of demons who lead a never ending supply of undead. The Blood Berets are the elite troops of the corporate armies, called up to deal with the Dark Legion. This game centres on combat set in the fetid jungles of Venus and in underground fortresses. Game contents include 16 superb plastic miniatures (same size as Warhammer 40,000 figures), a thick pre-cut foam figure storage area, 9 geo-morphic gaming tiles showing jungles on one side and a underground fortress on the other (both sides can be used at the same time), a tactical display map, 70 counters, 56 cards which give all relevant game stats and details on troop types, sergeants, medics, special equipment such as scanners, Dark Legion psychic powers, weapons, etc. And simple and concise 32 page rules. There is an excellent range of metal miniatures to supplement the game - see the miniatures section, page 47. **\$60.00**

HEA FURY OF THE CLANSMEN

A complete miniatures boardgame set in the world of Mutant Chronicles. Includes 32 Citadel sized 25mm plastic figures, being: 3 Clansmen Chieftains, 6 Regular Clansmen, 3 Clansmen Charger Carriers, 5 Dark Legion Centurions, 15 Dark Legion Necromutants. The game is about the never ending horde of Necromutants pouring forth from the Nephrite Overlord Alakha's Citadel. Only the fabled Clansmen can stop them - but it won't be easy. Game also includes 9 gameboards, 9 hit dice, 40 counters, basic & advanced rules, etc. Good value. **\$50.00**

BLOOD BOWL 2nd Ed

FANTASY

GAM BLOOD BOWL 2nd Edition

Bigger, better, faster, free of loop-holes, & more expensive. Multi-racial fantasy teams play a very violent version of Gridiron, literally fighting for victory (and any other reason they can think of!) Components include large full color playing field, 12 plastic orcs, 12 plastic humans, 4 plastic footballs, Blood Bowl Handbook, painting guide, Guide to play, fifty sheet record pad of Team Rosters, reference sheets, team cards, star player cards, 37 counters, templates, 3 special blocking dice, 3 normal dice, etc. **\$89.95**

GAM DEATHZONE

The first supplement for Blood Bowl 2nd Edition. With special rules to allow coaches to add apothecaries and Wizards to their teams, to heal injured players, or to blast the other team with spells. Over 100 new cards allow all kinds of dirty tricks and underhand tactics, like bribing the referee. Add new weapons like the dwarf Death-Roller. Has new team lists for Goblin, Chaos, Undead, Wood Elf, Halfling, Chaos Dwarf. 18 new star player cards. **\$45.00**

CHALLENGER 2000

MODERN

TAB CHALLENGER 2000

This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **\$16.00**

TAB DIGEST # 4

Ultra modern army lists Volume # 1. This 77 page book details comprehensive unit compositions of the major and neutral forces on the central European front. **\$15.00**

TAB DIGEST # 5

Features tables of organisation for the Middle East, Africa, the Far East, Latin America, and Rapid Intervention Forces, plus a brief listing of Central American 'hot spot' forces. **\$15.00**

CLASH OF ARMOR

WW2

COA CLASH OF ARMOR

Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganisation. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. **\$35.00**

FROM GOLAN TO SINAI Arab Israeli Wars 1956-73

Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. **\$25.00**

PANZERKAMPFE

With eight scenarios. Five feature division level or greater combat. Chronologically they span from 1941-44. Two on the Eastern Front, one in North Africa, and two on the Western Front. The other three mini-scenarios are ideal for Tournament play. Each scenario has a detailed full page map, order of battle, and all combat charts necessary to play. **\$25.00**

COMMAND DECISION

WWII

GDW COMMAND DECISION

2nd Edition. Covers combined arms wargaming at operational-level from 1939 to 1992. The emphasis is on speed of decision & the importance of each combat element, without succumbing to rules overkill. Suitable for any scale, HO/OO, 1/285th, with each model vehicle & stand of infantry representing a platoon. What you get with this boxed set is: 96 page rulebook that includes aircraft, airborne & amphibious operations, 6 scenarios, & a DYO campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page equipment data book lists major weapons for all of these nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion level summary, 2 rules charts, 2 templates, & a plethora of chits. **\$55.00**

DIRTSIDE II

SCI-FI

GZG DIRTSIDE II

By the same people who did Full Thrust. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are included for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative charless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. **\$35.00**

FIRE & FURY

U.S.CIVIL WAR

QUA FIRE & FURY

Back in stock again! An innovative game system using miniature armies to recreate battles of the US Civil War. The game emphasizes playability without sacrificing historical accuracy. Rules include unit quality, leader effectiveness and casualties, morale, command control, weapon effectiveness, ammunition supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. With less than two hundred miniature figures you can take command of a division or an entire corps. A game involving several players can recreate battles between opposing armies of from 15,000 - 100,000 men per side. With 5 scenarios for the Battle of Gettysburg, guidelines for developing your own scenarios, & no re-base of figures is required. With lots of superb color and black and white photos of battles in progress. **\$40.00**

Great Western Battles Scenario Book

Seven new scenarios to use with Fire & Fury. Now you can recreate the surprise attacks at Shiloh and Stones River; maneuver your forces through rugged western terrain at Corinth and Champion Hill; assault the breastworks at Atlanta; and re-light Chickamauga in two scenarios. **\$24.00**

FULL THRUST

SCI-FI

GZG FULL THRUST 2nd Ed

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. **\$25.00**

MORE THRUST

The first supplement for Full Thrust. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Krav'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! **\$25.00**

JOHNNY REB

U.S.CIVIL WAR

GDW JOHNNY REB

2nd Edition. One figure (of any scale) represents 20 soldiers, and forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86 page rulebook illustrated with diagrams, 11 pages of scenarios, 2 quick reference sheets & over 300 counters. Comprehensive in its historical detail & with playable mechanics. **\$40.00**

Napoleon's Battles

Napoleonic

AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. **\$45.00**

NAPOLEONS BATTLES EXPANSION MODULE

Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain and formations, etc), and 9 complete scenarios. 54 pages. **\$15.00**

NAPOLEONS BATTLES EXPANSION MODULE # 2

I can't believe we actually received stocks of this module at last. But here it is. Has more optional rules, two campaign systems, 1400 Generals rated on an expanded chart, & five more battles, each with maps, orders of battle, info charts, special rules, victory conditions, etc. The battles are Austerlitz, Vimiero, Wagram, Albuera, and Lutzen. **\$30.00**

NECROMUNDA

SCI-FI

GAM NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, ganttries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rangers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. **\$99.00**

PHOENIX COMMAND 20th Century

LEA PHOENIX COMMAND

A quick-playing, realistic small-arms combat system (for miniatures or role playing). Any number of players can participate in gritty man-to-man scenarios of modern melee combat. Includes basic, advanced & optional rules plus a character generation system and a comprehensive listing of contemporary infantry weapons. 90 pages of manly slaughter. Recommended. **\$30.00**

LEA ARTILLERY SYSTEM

Here's some heavy hardware that's guaranteed to turn every target into instant fertilizer! With 72 pages detailing an extensive range of guns, rockets & mortars; plus rules for indirect fire, calling fire missions, air & ground bursts, defensive positions, etc. **\$27.00**

LEA LOCK AND LOAD: VIETNAM 1965-1971

Includes seven scenarios, each with a full page map; equipment options including Punji Stakes, Trip Flares, etc; pre-generated troop data for 59 types of combatants, 13 weapons, etc. **\$22.00**

LEA MECHANISED LIGHT VEHICLES

This 40 page book features the primary Light Fighting Vehicles used by the United States and Warsaw Pact nations. Full data for each vehicle is presented, including some special rules. **\$20.00**

LEA MECHANISED PANZER: WW2 Medium Tanks

The status sheets for the primary medium tanks of WW2. Includes the German Pz IV F1, F2, H, and Panther, the Russian T-34/76 and 85, and the Sherman 75mm and 76mm. **\$20.00**

LEA MECHANISED KING TIGER: WW2 Heavy Tanks

The status sheets for the primary heavy tanks of WW2. Includes the German Tiger, King Tiger, the Soviet KV-1, KV-1s, KV-65, IS-2, IS-2m, and the US Jumbo Sherman. **\$20.00**

LEA MECHANISED PLAYING AIDS

540 counters which enable players to streamline play by not having to do much record keeping. Counters are for: vehicle speeds, aim times, vehicle status, artillery strikes, etc. **\$18.00**

LEA PLAYING AIDS

540 counters that allow you to streamline play by having a minimum of record keeping. Counters can be used for firing stance, aim times, physical status, grenades, spotting, etc. **\$18.00**

LEA RUSSIAN ROULETTE

A 48 page book focuses on the recent breakup of the Soviet Union, with 6 historical and hypothetical scenarios, including the battle between the Soviet Special Forces & Latvian police, & a "what if" scenario of the Soviet military trying to capture Boris Yeltsin during August's failed coup. **\$20.00**

Terminator 2 Year of Darkness Sci-Fi

LEA TERMINATOR 2 YEAR OF DARKNESS

Leading Edge have just discontinued all of their licences for all movie related products. However, we were able to snatch up good stocks of both these Terminator 2 miniatures rules and all associated miniatures, as well as a whole heap of aliens figures. So if you want to game in the T2 world, please get your orders in quickly. Once we run out of stocks, that's it.

This miniatures game is set in 2029, the Year of Darkness, the critical year in Humanity's desperate war against Skynet's legions of Terminators and Hunter Killers. Now you can field your own armies in the battles that decide whether Man or Machine will triumph. This is a fast paced game of action and destruction in a brutal future, including rules for troops, weapons, vehicles, etc. For Skynet, forces include numerous versions of the Terminator endoskeletons, flying Hunter Killers and Hunter Killer tanks, and Terminator infiltrators, such as the T-900. The Human Resistance, as lead by John Connor, includes poorly trained and badly equipped Militia to the elite forces equipped with stolen Skynet weaponry. Point Values are provided for all troops and equipment, so you can make your own games from skirmishes to big battles. Lots of B&W photos and diagrams. **\$30.00**

TERMINATOR 2 FIGURES (Limited Stocks)

| | | |
|-----------|---|---------|
| LEA 71100 | Hasta La Vista Boxed Set (8 figs, T-1000, Arnie, Sarah, etc) | \$40.00 |
| LEA 71101 | Terminator Endoskeletons (8 Terminator endoskeletons) | \$40.00 |
| LEA 71102 | John Connor's Future Soldiers Boxed set (8 figs) | \$40.00 |
| LEA 71103 | Terminator Infiltrators Boxed Set (8 Terminator infiltrators) | \$40.00 |

SPACE MARINE SCI-FI

GAM SPACE MARINE

Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasiesque races and the dread spectre of Chaos (oops - Chaos!) Citadel's superb Epic-scale (1/300th) miniatures are designed for use with these rules, and they amply reflect the bizarre Draconian future that is Space Marine's background. This second edition features new unit point values & combat mechanics, plus extra plastic figures: 12 land raiders, 24 rhinos, 240 marines, 12 Eldar grav tanks, 120 Eldar Guardians, 18 Ork battlewagons, 180 Ork Boyz and a single Warlord Titan. Good fun! **\$75.00**

GAM TITAN LEGIONS

Packaged in the same sized box as *Space Marine*, this boxed set weighs about a ton! This game contains everything you need to start playing games using the Epic rules, including a rule book and a detailed background book covering the tanks, troops, and Titans of the 41st Millennium. In the game are 25 plastic miniatures, including a huge Emperor Titan, two Ork Mega-Gargants, ten Imperial Knights, and twelve Bonebreaka tanks. Also included are Datacards for the Titans (you should see the size of the Emperor card!), Orky and human buildings, over 200 counters, hit location cards, dice, support cards, company cards, special cards, mission cards, etc! **\$99.00**

GAM ARMIES OF THE IMPERIUM

The first expansion for *SPACE MARINE II*, and contains rules and profiles on all Space Marine and Imperial troop types, rules and cards on selected Space Marine Chapters, AFVs, artillery, and special assault vehicles such as the Capitol Imperialis. **\$45.00**

GAM RENEGADES

Contains rules, background info, data and cards on Eldar and Chaos forces of the 41st Millennium, including the Eldar Avatar, Exarch warrior-priests, Aspect warriors, Warlocks, Chaos powers of Khorne, Slaanesh, Nurgle, Tzeentch, Chaos Marines, and Chaos Renegades. **\$45.00**

GAM ORK & SQUAT WARLORDS

Rules, data, background info, and cars on the Orks and Squats. Includes Squat War Engines, independent Home Worlds, etc. Ork rules cover their innumerable hordes, colossal Gargants, ork Clans, Mekboyz machines, templates, etc. **\$45.00**

GAM SPACE MARINE BATTLES

A 144 page book, containing 8 full color plates of templates & army cards, which is a compilation for Space Marine. It contains four epic battle reports, brand new tactics for armies, special rules for fighting attack and defence games, including: bunkers, razor wire, minefields, fortifications. Has full rules for all of the Imperial Titans, Ork Great Gargant, Tzeentch Daemon Engines, and mighty heroes such as Ghazghkull Thraka, Commissar Yarrick, & Ragnar Blackmane. **\$30.00**

GAM HIVE WAR (The Tiranids)

At last - the Tiranids for *Space Marine*. Those fiendish four armed fiends are unleashed onto the unsuspecting battlefields of the 40th Millennium. This boxed set includes game rules for the organisation and command of the Tiranid forces, army cards for the Tiranid swarms, and special cards to represent the directing influence of the Hive Mind. Rules describe the horrifying creatures that make up the Tiranid assault forces. These genetically engineered organic killing machines are armed with deadly symbiote weaponry to burn and poison their way to victory against the humanoid life forms of the galaxy. Rules and cards are included for twenty different troops and creatures. These include Hive Tyrants and Dominatrix, the commanders of the Swarms, the huge Hierodule and Hierophant bio-Titans, the scythe-armed Carnifexes, swarming broods of Termagants and Hormogants, sinister Lictors, powerful psychic Zoanthropes, flying Gargoyles, etc. Has over 100 cards and over 100 counters. **\$48.00**

SPEAR HEAD

WW2

QUA SPEAR HEAD

By Arty Conliffe, who also brought us *Tactics*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not in better equipment. In *Spear Head*, the German player controls a flexible system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. **\$40.00**

STRIKER II

SCI-FI

GDW STRIKER II for Traveller the New Era

A 160 page softback book of rules, including a sheet of laminated counters. This is the miniatures rules for combat of the 58th Century, the world of *Traveller the New Era*. Now the epic planetary engagements of the New Era, the Final War, or the Frontier Wars are under your control, allowing you to command battalions of lift infantry, drop troops, and grav armor. The rules are fully compatible with *Traveller*. They are an extensive resource of military hardware and organizations, from the jeeps and tracked vehicles of the Wilds units to the speeders and grav tanks of a Reformation Coalition Marine Brigade. Has rules on orbital bombardment, drop troops, antimissile fire control, planetary environment, campaign rules, etc. **\$40.00**

VOLLEY & BAYONET

HISTORIC

GDW VOLLEY & BAYONET

Take control of the great battles of the 18th and 19th centuries. These rules are created by the people who brought us command decision, and give us the ability to recreate the full scope of the epic battles of the black powder era. While many black powder-era rules concentrate on low-level details, making it difficult or even impossible to play an entire battle like Austerlitz, Volley & Bayonet was designed from the ground up to put Austerlitz, Waterloo, or even Gettysburg onto your table. Why content yourself with a representative incident from an engagement when you can play the whole thing? 96 pages, illustrated and containing examples and diagrams. The rules are refreshingly short - just 20 pages, the rest of the book is battle scenarios. **\$28.00**

BATTLES OF THE AMERICAN CIVIL WAR

The first sourcebook and scenario guide for Volley & Bayonet. This book provides additional rules to enable a much broader scope of game. An army point system allows balanced and historically plausible hypothetical and tournament battles. A strategic movement and campaign system allows you to refigure the entire Civil War. There are also ten major battles presented as detailed scenarios; Second Manassas, Antietam, Brandy Station, Gettysburg, and Third Winchester, Shiloh, Stones River, Chickamauga, etc. **\$35.00**

WARHAMMER FANTASY

FANTASY

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This big boxed set is the new 4th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with 104 25mm plastic figures, being 20 each of High Elf spearmen and archers, and 32 each of Night Goblin archers and spearmen. Also included is a temporary army list book, an all new 96 page rulebook, a 96 page bestiary book, cards for characters, magic weapons, spells, a scenario book, two cardboard buildings, playsheets, movement trays, weapons templates, and 12 dice. **\$85.00**

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This 'Eavy Metal painting guide is the essential reference for miniature painters, and is specially designed for painting large numbers of figures for armies. All the main races are included, with detailed stage by stage color photos showing how to paint your army. With special tips for painting unit leaders and character models. **\$30.00**

WARHAMMER 40,000

SCI-FI

GAM WARHAMMER 40,000 BOXED SET

At long last, the new rules for Warhammer 40K have been released. Instead of a single rule book, the new Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore their first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves in which to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having it's own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out. **\$90.00**

GAM WARHAMMER 40,000 BATTLES

A compilation of some of the most sought after Warhammer 40,000 articles from White Dwarf Magazine. There are four battle reports featuring the forces of Ultramarines, Blood Angels, Space Wolves, Eldar and Space Orks. It features new rules and Datafaxes for the Leman Russ battle tank and the Space Marine Razorback plus special tactics for using vehicles in your games. Also included are three card model Battle Bunkers, a Battle Bunker Datafax, two new mission cards, and a bonus scenario. **\$45.00**

GAM CODEX SPACE WOLVES

Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njal Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimmar. Includes all the weapons, point values, Dreadnought, a scenario, and a color painting and reference guide. **\$30.00**

GAM CODEX ELДАР

The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Includes special rules for eldar weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc.. **\$30.00**

GAM CODEX ORCS

96 page book detailing the orcs, gretchin, and snotlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shokk Attack Gun and its snotling ammo, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'eavy metal painting guide. **\$30.00**

GAM CODEX ULTRAMARINES

The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marneus Calgar, the Master of the Ultramarines, has a Strategy Rating of 6! as well as Terminator Gauntlets with twin bolters; Chaplain Cassius makes his squad immune to fear of Tyranids, Captain Invictus has a plasma

blaster and can have a Terminator or Veteran squad as a bodyguard, each member of which can have a wargear card; rules are included so that you can field the feared Legion of the Dead, who never have to take a leadership test; there are a whole host of deadly vehicles, and great variants for support weapons, etc. With history, painting guides, organisation, and more. **\$30.00**

GAM CODEX TYRANIDS

At last the Tyranid Codex is here, and it was worth the wait. The Tyranids are now even more a force to be reckoned with. New beasts include Gargoyles, which are flying Termagants armed with flamers; Hormagants, which are tough Termagants armed with 4 scythe like claw arms; the Lictor, a Tyranid sized assassin which cannot be spotted when hiding; Zoanthrope, a special psyker monster; spore mines & their living launcher. There are a heap of new weapons, including the venom cannon, barbed strangler, devourer, spinefist, etc; and lots of living bio wargear, including regenerate wounds, voltage field, adrenalin sac, sharpened claws, etc. **\$30.00**

GAM DARK MILLENIUM

At last - the boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafax cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to how many psychers are in the game. eg, if there are 3 psychers, you throw 3D6, and get that many cards evenly distributed between you. These cards include power cards and nullify cards, as well as some special ones. You use these to activate your psychic powers. **\$60.00**

GAM 'EAVY METAL WARHAMMER 40,000 PAINTING GUIDE

The definitive volume to painting Warhammer 40,000 miniatures. It is broken down into easy to follow sections on the main races and troop types in the 40K universe. It includes everything from preparing your models, through detailed color schemes and how to apply them, to painting special character models. This is the painting guide you need. 96 pages, including color banners. **\$30.00**

GAM 'EAVY METAL MODELLING GUIDE

80 pages of full color photos, this modelling guide contains everything you need to know about modelling. There is detailed information about all of the different techniques for preparing, assembling, and converting single miniatures and vehicles, and building dioramas. This book can be used in conjunction with the other two 'Eavy Metal Painting Guides. Includes making your own bases, miniatures with plastic and metal components, converting plastic cavalry, head and weapon swaps, and various army leaders including Blood Angels Captain, Knights Panther, Chaos Dragon, etc. **\$30.00**



WARZONE

SCI-FI

HEA WARZONE

The long awaited release of the Techno-Fantasy miniatures system based in the exciting universe of the Mutant Chronicles. This game enables players to engage in epic table-top battles or fight small skirmishes. It has complete rules and illustrations laid out in an easy to understand manner, with rules for all of the major corporations, the Brotherhood, and the menacing Dark Legion, equipment lists, and even a battle report. With full color illustrations, including photos of miniatures. Due Oct. **\$50.00**

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15mm Equipment

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AB Ancients

The best ancients figures I've seen, by far, but around 18mm tall.

Ancient Greeks

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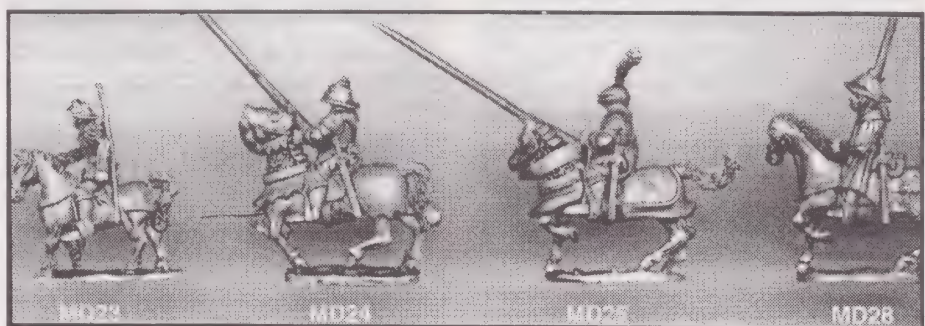
15mm Figures

True 15mm metal miniatures of superb detail and design

Greek & Persian Wars

Some of these figures have no weapons, & require spears

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1175AD - 1300AD Feudal

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DBM Army Packs

True 15mm Figures. Available Painted at C Rate or Unpainted

LATER HOPLITE SPARTAN DBM ARMY: 210 figures, including 3 Generals, 153 hoplites, 24 Javelinmen, 12 Light Horse, 18 baggage animals. 350 points, 63 elements
Figures are by Museum.
 The Later Hoplite army's advantages lie in that it has three regular generals rather than 2 ally generals, and in that all of the Hoplites are regular. As such, the army is easy to control.
 Unpainted & Unbased \$102.00 Painted & Based \$452.00

GALLIC DBM ARMY, 100 BC: 255 figures, including 3 mtd Generals, 51 Cavalry, 135 Warband, 48 Skirmishers, 18 baggage animals. 350 points, 93 elements
Figures are by Museum.
 The traditional opponents of the Romans, fighting Camillan, Polybian, & Marian Romans. The warband are very difficult to control, but the army has a lot of good cavalry and skirmishers.
 Unpainted & Unbased \$141.00 Painted & Based \$629.00

ALEXANDRIAN MACEDONIAN DBM ARMY: 211 Figures, including 3 Mtd Generals, 18 Companions, 6 Prodromoi, 12 Thessalian Hyv Cav, 6 Thracian Li Cav, 16 hypaspists, 96 Phalangites, 24 Skirmishers, 18 baggage animals. 350 points, 63 elements.
Figures are by Museum.
 With this army Alexander crushed the Greeks and Persians. The army has knights, cavalry, light horse, phalangites, and good light troops. Remember that it was primarily with the Companions that Alexander won each battle, not the phalanx.
 Unpainted & Unbased \$111.00 Painted & Based \$497.00

BACTRIAN-GREEK DBM ARMY: 182 Figures, including 3 Mtd Generals, 6 Hyv Greek Cav, 6 Light Horse, 27 Bactrian Lncers, 22 Bactrian Light Horse, 64 Phalangites, 12 Indian Spears, 12 Indian Bows, 18 baggage animals. 350 points, 56 elements.
Figures are by Museum.
 If you prefer a fluid cavalry army over a stolid infantry army, this army is perfect for you. It contains lots of superb light horse, powerful cavalry, and barbarian knights.

Unpainted & Unbased \$129.00 Painted & Based \$642.00

LATER CARTHAGINIAN 209 BC: 180 figures, including 3 generals, 18 Poeni Cavalry, 15 Gallic Cavalry, 12 Numidian Light Horse, 8 Spanish Light Horse, 1 Elephant, 16 Poeni Citizen Spearmen, 40 African Spearmen, 15 Spanish Scutarii, 16 Numidian Javelinmen, 24 Gauls, 18 baggage. 350 points, 64 elements.

Figures are by Tin Soldier. (Many people don't like the Tin Soldier figures, as they are 18mm tall and have exaggerated features. But I personally own heaps of Tin Soldier Hellenistic & Polybian figures, and when painted are the best I have seen.)

One of the two all time favourite armies amongst Ancient wargamers. The army of Hannibal in the Carthage-Rome wars. The two armies are distinctly different and yet offer a balanced game every game. The Romans have much better foot, but the Carthaginians have much better mounted.
 Unpainted & Unbased \$127.00 Painted & Based \$516.00

POLYBIAN ROMAN 209 BC: 179 figures, including 3 generals, 21 Roman Cavalry, 3 Gallic Cavalry, 4 Numidian Light Horse, 72 Hastati & Principes, 16 Triarii, 16 Velites, 8 Cretan Archers, 24 Achaian Pelasts. 347 points, 57 elements.

Figures are by Tin Soldier. (Many people don't like the Tin Soldier figures, as they are 18mm tall and have exaggerated features. But I personally own heaps of Tin Soldier Hellenistic & Polybian figures, and when painted are the best I have seen.)

The Roman army as it started to hold its own and better against the Carthaginians. Earlier Roman armies had poor skirmishers, Leves as opposed to the Velites above, which were the match for any Numidian or Spanish skirmishers. Your centre will beat the Carthaginians - but watch those flanks!
 Unpainted & Unbased \$109.00 Painted & Based \$450.00

EARLY IMPERIAL ROMAN DBM ARMY: 191 Figs, including 3 Mtd Generals, 30 Cavalry, 80 Legionaries, 48 Auxiliaries, 18 Baggage animals. 350 Points, 49 elements.
Figures are by Museum.

A good balanced Roman army, with lots of Blades, Superior Auxiliaries, and cavalry. They fought the Armenians, Parthians, Germans, Ancient British, Sarmatians, etc.
 Unpainted & Unbased \$98.00 Painted & Based \$432.00

MIDDLE IMPERIAL ROMAN DBM ARMY: 199 Figures, 3 Mtd Generals, 30 Cavalry, 80 Legionaries, 24 Lanciarii, 32 Auxiliaries, 18 baggage animals. 350 points, 51 elements.
Figures are by Museum.

The Middle Imperial Roman army, again with a very strong foot consisting of Legionaries and Auxiliaries. These Romans fought the Goths, Vandals, Sassanids, and themselves.
 Unpainted & Unbased \$101.00 Painted & Based \$448.00

SKYTHIAN 350BC: 224 figures, including 3 generals, 21 armored cavalry, 68 horse archers, 60 foot archers, 30 foot auxiliaries, 12 slingers, & 18 baggage animals. 350 pts and 84 elements.
Figures are by Museum.

An extremely mobile army with lots of foot archers. Darius of Persia tried to conquer them, but they simply retreated before him until he gave up.
 Unpainted & Unbased \$139.00 Painted & Based \$619.00

CLASSICAL INDIAN 321 BC: 163 figures, including 7 elephants with 6 supporting javelinmen each, 18 Cavalry, 42 Archers, 24 Javelinmen & 18 baggage animals. 350 pts & 41 elements.
Figures are by Museum.

A small but extremely powerful army. With superior elephants, superior longbowmen, and fast blades, who can go through the archers to protect them if necessary.
 Unpainted & Unbased \$122.00 Painted & Based \$422.00

SELEUCID 167 BC: 203 figures, including 3 generals, 2 Companions, 26 Cataphracts, 12 Tarentine Light Horse, 16 Roman Argyraspids, 16 Pike Argyraspids, 80 Phalangites, 16 Thucophoroi, 14 skirmishers, & 18 baggage animals. 350 points & 59 elements.
Figures are by Museum.

I call this army "One of the super powers", because it has so many powerful troop types: Exceptional Knights, Light Horse, Blades, Pikes, Superior Auxiliaries, & psiloi. If you want a good, balanced tournament army, this is the one.
 Unpainted & Unbased \$113.00 Painted & Based \$551.00

PYRRHIC 300 BC: 217 figures, including 3 generals, 15 Macedonian Cavalry, 15 Greek Cavalry, 6 Light Horse, 64 Phalangites, 64 Greek Hoplites, 16 Javelinmen, 16 Archers, & 18 baggage animals.
Figures are by Museum.

A good balanced army, with knights, cavalry, light horse, impetuous spears, and pikes. Pyrrhus gave the Camillan Romans quite a scare.
 Unpainted & Unbased \$117.00 Painted & Based \$662.00

LATER HOPLITE SPARTAN: 226 figures, including 3 generals, 3 pipe players, 54 Spartiates, 96 Other Spartans, 12 Javelinmen, 16 Cretan Archers, 12 Light Cavalry, 18 baggage animals. 350 pts and 65 elements.
Figures are by AB, which are around 18mm tall, but are the best Greeks made by any company ever.

The Later Hoplite Spartan army's strength lies in having 3 regular generals and all the hoplites being regular. This gives the army great flexibility in responding to any enemy tactics.
 Unpainted & Unbased \$125.00 Painted & Based \$482.00

LATER HOPLITE ATHENIAN: 308 figures, including 3 generals, 3 horn players, 194 Hoplites, 24 Pelasts, 12 Javelinmen, 12 Cretan Archers, 18 Cavalry, 12 Light Cavalry & 18 baggage. 350 pts and 86 elements.
Figures are by AB, which are around 18mm tall, but are the best Greeks made by any company ever, & Hobby Products.

The Spartan's opponents. The army is much larger than the Spartan one, but has all the generals and irregular Hoplites, making it somewhat inflexible and unable to react to enemy tactics.
 Unpainted & Unbased \$196.00 Painted & Based \$711

LATER HOPLITE THEBAN: 280 figures, including 3 generals & 9 Hoplites, 12 Sacred Band, 48 Other Thebans, 108 Other Hoplites, 24 Pelasts, 12 Javelinmen, 16 Archers, 18 Cavalry, & 18 baggage animals. 350 pts and 77 elements.
Figures are by AB, which are around 18mm tall, but are the best Greeks made by any company ever, & Hobby Products.

Another enemy of the Spartan's. This army also has all the generals, but 1/3rd of the Hoplites are regular, and the army has good cavalry, making it easier to control than the Athenian army.
 Unpainted & Unbased \$158.00 Painted & Based \$610

EASTERN LATE IMPERIAL ROMAN 350AD: 186 figures, including 3 generals, 9 Catafractarii, 12 Cibinari, 12 Cavalry, 8 Light Horse, 4 Fast Light Horse, 48 Legionaries, 24 Supporting Archers, 24 Auxilia Palatina, 12 Supporting Archers, & 18 baggage animals. 350 points and 59 elements.

Figures made by Hobby Products.

An ideal tournament army. Legionaries supported by archers can fight one rank deep against mounted, meaning they don't have to be put two ranks deep. And with fast knights, exceptional knights, and lots of light horse, the army has a good mounted arm.
 Unpainted & Unbased \$102.00 Painted & Based \$453.00

EARLY ARCHAEMENID PERSIAN 480 BC: 207 figures, including 3 generals, 24 cavalry, 6 Bactrian Light Horse, 16 Skythians, 24 Immortals, 56 Other Sparabara, Skythian foot archers, 24 Paphlagonians, 16 Mysians, 8 Persian archers, 18 baggage animals. 350 points and 69 elements.
Figures made by Hobby Products.

The arch-enemies of the early Greek Hoplites. Xerxes tried to conquer Greece with this army. The army has lots of mounted and 20 elements of exceptional bowmen, ie, bows supported by spearmen with big shields.
 Unpainted & Unbased \$118.00 Painted & Based \$559.00

LATE ARCHAEMENID PERSIAN 330 BC: 186 figures, including Darius in his chariot, 2 generals, 22 Persian Cavalry, 6 Guard Cavalry, 12 Bactrian armored cavalry, 36 Colonist Cavalry, 12 Light Cavalry, 24 Greek Mercenary Hoplites, 24 Kardakes, 15 Takabara, 14 psiloi, & 18 baggage animals. 350 points & 69 elements.
Figures made by Hobby Products.

The arch-enemy of Alexander the Great. This is Persia during the years of its decline, and an interesting army because it is predominantly mounted.
 Unpainted & Unbased \$132.00 Painted & Based \$610.00

NORMAN 1066 AD: 176 figures, including 3 generals, 75 Knights, 48 Mercenary Spearmen, 18 Crossbowmen, 14 Archers, & 18 baggage animals. 350 points & 57 elements.
Figures made by Museum.

The army of William the Conqueror, with 26 elements of Fast Knights, including the 3 generals, giving the army a very powerful mounted punch. And the spearmen and crossbowmen made a stiff foot to retire behind.
 Unpainted & Unbased \$115.00 Painted & Based \$515.00

LATER CRUSADER 1250 AD: 139 figures, including Knight CnC, Templar Sub General, Hospitaller Sub General, 11 Templar Knights, 11 Hospitaller Knights, 20 Other Knights, 12 Turcopole Cavalry, 32 Military Order Foot Sergeants, 32 Military Order Crossbowmen, & 18 baggage animals. 350 points, 41 elements.
Figures made by Museum.

A small but extremely powerful army. The Templars and Hospitallars are all superior, regular knights, making them easy to control and with the ability to perform complex maneuvers without costings too many pips.
 Unpainted & Unbased \$89.00 Painted & Based \$398.00

MONGOL 1206 - 1266 AD: 106 figures, including 3 generals, 17 Guard Cavalry, 18 Heavy Cavalry, 50 Superior Light Horse, & 18 baggage. 350 points, 44 elements.
Figures by Museum.

An army I am dreaming of buying myself one day. This army is unique in that it has all regular generals, with the option of having four generals, and all cavalry and superior light horse. This army will never be outmaneuvered.

Unpainted & Unbased \$89.00 Painted & Based \$395.00

100 YEARS WAR ENGLISH 1410 AD: 145 figures, 3 Knight Generals, 6 Mid Knights, 24 Dismounted Knights, 80 Longbowmen, 16 Billmen, 4 Irish Kerns, 18 baggage animals. 350 points, 41 elements.
Figures by Museum.

A small but powerful army. Dismounted foot knights fight well against any opponent, and longbows are the nemesis of all mounted opponents.
 Unpainted & Unbased \$73.00 Painted & Based \$325.00

MEDIEVAL FRENCH 1410 AD: 160 figures, including 3 generals, 51 knights, nobles, sergeants, 30 French Crossbowmen, 24 Genoese Crossbowmen, 30 Brigands, 10 Ribauds, & 18 baggage animals. 350 points, 52 elements.
Figures by Museum.

The opponents of the 100 Years War English. A much larger army, and with lots of Superior Knights, but also difficult to control and without any good quality foot troops.
 Unpainted & Unbased \$100.00 Painted & Based \$447.00

WARS OF THE ROSES ENGLISH 1460 AD YORKIST: 195 figures, 3 Generals, 24 Knights, 20 Retinue Billmen, 40 Retinue Archers, 24 Shire Billmen, 56 Shire Archers, 16 German Pikes, & 18 baggage animals. 350 points and 54 elements.
Figures by Museum.

The army of the Yorkist contenders for the English throne in the War of the Roses.
 Unpainted & Unbased \$103.00 Painted & Based \$463.00

MEDIEVAL FRENCH 1410 AD: 107 figures, including 3 generals, 33 Knights, 20 Ordonance Archers on foot, 30 Francs archers, 6 Handgunners, 3 Superior Bombards & Crew, and 18 baggage animals. 350 points and 39 elements.
Figures by Museum.

By the end of the Medieval period, the French army had become professional and disciplined. This army has regular, superior knights and longbows, making it very powerful, although small.
 Unpainted & Unbased \$80.00 Painted & Based \$327.00

AB Napoleonic

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

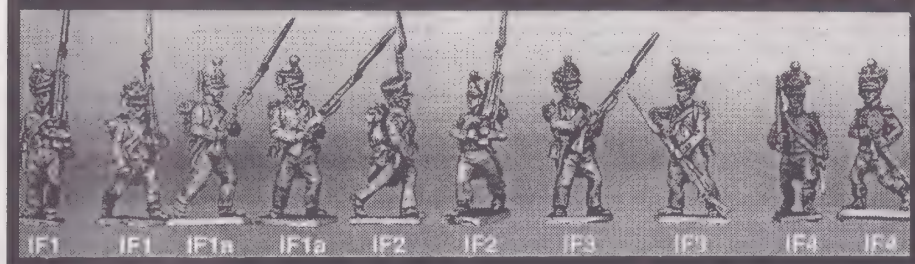
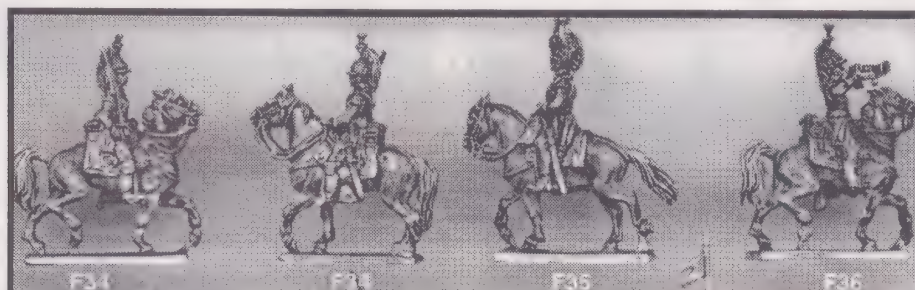
15mm Napoleonic

French

15mm metal figures available individually

Imperial Guard

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| French Generals and Staff | | |
| ABSET1 | Mtd: Davout, Lannes, Lasalle, General | \$6.00 |
| ABSET2 | Mtd: d'Hautpoul and Nansouty | \$3.00 |
| ABSET3 | Six Mounted Marshalls | \$10.00 |
| ABSET4 | Six ADCs with horses | \$10.00 |

Imperial French 1806-1813

| | | |
|----------------------|---|---------|
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| ABIF1a | Fusilier, lozenge plate, advancing (1) | \$0.70 |
| ABIF2 | Fusilier, covered shako, march attack (1) | \$0.70 |
| ABIF3 | Fusilier, loading or firing (1) | \$0.70 |
| ABIF4 | Fusilier Officer (1) | \$0.70 |
| ABIF5 | Fusilier Drummer (1) | \$0.70 |
| ABIF6 | Grenadier, shako, plume, march attack (1) | \$0.70 |
| ABIF6a | Grenadier, shako, plume, advancing (1) | \$0.70 |
| ABIF7 | Grenadier, covered shako, march attack (1) | \$0.70 |
| ABIF8 | Grenadier, loading or firing (1) | \$0.70 |
| ABIF9 | Grenadier Officer (1) | \$0.70 |
| ABIF10 | Grenadier Drummer (1) | \$0.70 |
| ABIF11 | Volteiger, shako, plume, skirmishing | \$0.70 |
| ABIF12 | Volteiger, covered shako, skirmishing | \$0.70 |
| ABIF13 | Fusilier/Grenadier Eaglebearer (1) | \$0.70 |
| ABIF14 | Deuxieme Portalgie with halberd (1) | \$0.70 |
| ABIF15 | Fusilier/Grenadier Standard Bearer (no eagle) | \$0.70 |
| ABIF16 | Volteiger Officer with carbine (1) | \$0.70 |
| ABIF17 | Volteiger Cornet (1) | \$0.70 |
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| ABIF19 | Mounted ADC (1) | \$1.40 |
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| ABIF22 | Pioneer/sapper wearing bearskin cap (1) | \$0.70 |
| ABIF23 | ADCs and horses (6) | \$10.00 |

| | | |
|-----------------------|---|--------|
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| ABIF51a | Carabinier, shako, march attack (1) | \$0.70 |
| ABIF51b | Carabinier, bearskin, march attack (1) | \$0.70 |
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| ABIF53a | Volteiger, shako, skirmishing (1) | \$0.70 |
| ABIF53b | Volteiger, colpack, skirmishing (1) | \$0.70 |
| ABIF54 | Light Infantry Officer (1) | \$0.70 |
| ABIF54a | Light Infantry Officer, bearskin (1) | \$0.70 |
| ABIF55 | Light Infantry Drummer (1) | \$0.70 |
| ABIF55a | Lt Inf Drummer, shako & plume (1) | \$0.70 |
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| ABIF57 | Deuxieme Portalgie with halberd (1) | \$0.70 |
| ABIF58 | Light Infantry Hornist, shako & pom-pom | \$0.70 |
| ABIF59 | Pioneer/sapper, colpack (1) | \$0.70 |

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|----------------|---------------------------------|--------|
| Cavalry | | |
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| ABF22 | Dragoon Trumpeter (1) | \$1.40 |
| ABF23 | Dragoon Guidon Bearer (1) | \$1.40 |
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| ABF28a | Hussar Officer, colpack (1) | \$1.40 |
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| ABF29a | Hussar Trumpeter, colpack (1) | \$1.40 |
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| ABF31 | Carabinier Officer (1) | \$1.40 |
| ABF32 | Carabinier Trumpeter (1) | \$1.40 |
| ABF33 | Carabinier Standard Bearer (1) | \$1.40 |
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|-------|--------------------------------|--------|
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Austrians 1798-1815

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| ABKK3 | German Fusilier, helmet, advancing (1) | \$0.70 |
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| ABKK4a | German Fusilier Officer, standing (1) | \$0.70 |
| ABKK5 | German Fusilier Drummer, helmet (1) | \$0.70 |
| ABKK6 | German Fusilier Standard Bearer, helmet (1) | \$0.70 |
| ABKK7 | German Fusilier, shako, order arms (1) | \$0.70 |
| ABKK8 | German Fusilier, shako, marching (1) | \$0.70 |
| ABKK9 | German Fusilier, shako, advancing (1) | \$0.70 |
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| ABKK10a | German Fusilier Officer, shako, standing (1) | \$0.70 |
| ABKK11 | German Fusilier Drummer, shako (1) | \$0.70 |
| ABKK12 | German Fusilier Standard Bearer, shako (1) | \$0.70 |
| ABKK13 | German Grenadier, order arms (1) | \$0.70 |
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| ABKK14a | German Grenadier, firing/loading (1) | \$0.70 |
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| ABKK15a | German Grenadier Officer, standing (1) | \$0.70 |
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| ABKK17 | German Grenadier Standard Bearer (1) | \$0.70 |
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| ABKK24 | Hungarian Grenadier Drummer (1) | \$0.70 |
| ABKK25 | Hungarian Grenadier Standard Bearer (1) | \$0.70 |
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| ABKK29 | Grenzer Drummer (1) | \$0.70 |
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| | | |
|----------------|---|--------|
| Cavalry | | |
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| ABKK66 | Uhlán Officer (1) | \$1.40 |
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|------------------|---|--------|
| Artillery | | |
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British 1806-1813

| | | |
|----------------------|--|--------|
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| ABB32 | Light Infantry Officer (1) | \$0.70 |
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| | | |
|----------------|---|--------|
| Cavalry | | |
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|------------------|------------------------------------|--------|
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| | | |
|-------|--|--------|
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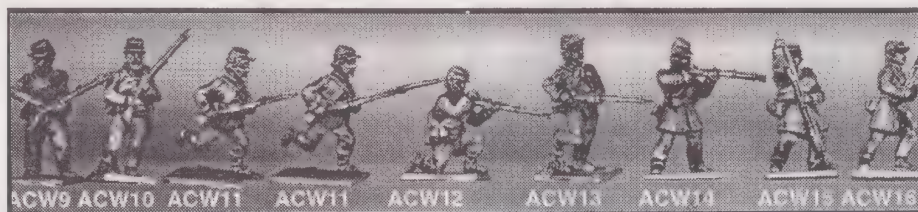
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|---------------------------------------|---------------------|--------|
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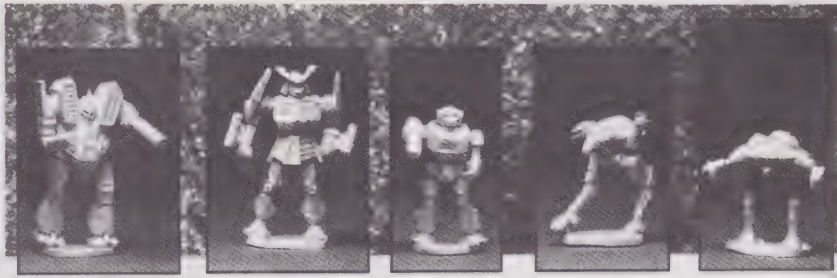
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| RAL20620 | GUNSLINGER | \$12.00 |
| RAL20621 | WRAITH | \$9.50 |
| RAL20622 | NIGHTSKY | \$9.50 |
| RAL20623 | SRM CARRIER | \$12.50 |
| RAL20624 | GALAHAD | \$11.00 |
| RAL20625 | HURON WARRIOR | \$9.50 |
| RAL20626 | PHOENIX HAWK IIC | \$12.00 |
| RAL20627 | LRM CARRIER (2) | \$12.50 |
| RAL20628 | THUNDER THR-1L | \$10.50 |
| RAL20629 | PHANTOM OMNIMECH | \$10.50 |
| RAL20630 | POUNCER OMNIMECH | \$10.50 |
| RAL20631 | MARKSMAN SELF PROPELLED ART | \$11.50 |
| RAL20632 | GRIM REAPER | \$9.00 |
| RAL20633 | NAGA OMNIMECH | \$13.50 |
| RAL20634 | CLAN LOCUST IIC | \$6.50 |
| RAL20635 | PUMA 95 TON TANK | \$12.00 |
| RAL20636 | BUSHWACKER | \$9.50 |
| RAL20637 | GOSHAWK | \$9.50 |
| RAL20638 | RAKSHASA | \$10.00 |
| RAL20639 | KANGA AFV (2) | \$11.50 |
| RAL20640 | STEALTH | \$9.00 |
| RAL20641 | CERBERUS | \$12.00 |
| RAL20642 | BERSERKER | \$12.05 |
| RAL20643 | HELLHOUND | \$9.00 |
| RAL20644 | PENETRATOR MECH | \$10.50 |
| RAL20645 | MARAUDER II C | \$13.00 |
| RAL20646 | VENOM MECH | \$8.50 |
| RAL20647 | RHINO AFV (2) | \$13.50 |
| RAL20648 | DAIMYO BATTLEMECH | \$10.00 |
| RAL20649 | BATTLEHAWK MECH | \$8.50 |
| RAL20650 | HUNCHBACK II C | \$10.00 |
| RAL20744 | AUXILIARY WEAPONS PACK | \$14.00 |
| RAL20745 | HEAVY & ASSULT MECH WEAPONS | \$14.00 |
| RAL20746 | LIGHT & MEDIUM WEAPONS PACK | \$14.00 |
| RAL20747 | SHOULDER SOCKET WEAPONS PK | \$14.00 |
| RAL20748 | MISSILES PACK | \$14.00 |
| RAL20749 | JUMP JETS & FINS PACK | \$14.00 |
| RAL20750 | ROMMEL/PATTON 65 TON TANK (2) | \$11.50 |
| RAL20751 | LONG TON ARTILLERY PIECE | \$10.50 |
| RAL20752 | GALLEON LIGHT TANK (2) | \$8.50 |
| RAL20753 | SCHREK PPC TANK (2) | \$12.50 |
| RAL20770 | AXEMAN | \$10.00 |
| RAL20771 | CATAPRACT | \$10.00 |
| RAL20772 | CAESAR | \$10.00 |
| RAL20773 | GUILLotine | \$10.00 |
| RAL20774 | BLACK KNIGHT | \$10.00 |
| RAL20775 | WYVERN | \$9.00 |
| RAL20776 | COOLANT TRUCK | \$11.50 |
| RAL20777 | FALCON | \$8.00 |
| RAL20778 | CROCKETT | \$11.00 |
| RAL20779 | MANTICORE | \$11.50 |
| RAL20780 | HUSSAR | \$8.00 |
| RAL20781 | KINTARO | \$9.00 |
| RAL20782 | PACKRAT VEHICLES (2) | \$10.00 |
| RAL20783 | JEDGAR VEHICLES (2) | \$8.50 |
| RAL20784 | THORN THE-N | \$6.50 |
| RAL20785 | HERMES HER-3S | \$7.50 |
| RAL20786 | FLASHMAN FLS-8K | \$10.00 |
| RAL20787 | CHAMPION CHP-1N | \$10.00 |
| RAL20788 | SENTINEL STN-3M | \$9.00 |
| RAL20789 | TARANTULA ZPH-1A | \$7.50 |
| RAL20790 | SALAMANDER PPR-5S | \$11.00 |
| RAL20791 | RIFLEMAN IIC CLAN MECH | \$10.00 |
| RAL20792 | BEHEMOTH CLAN 2ND LINE MECH | \$12.50 |
| RAL20793 | HOLLANDER | \$8.00 |
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| RAL20795 | JENNER IIC CLAN MECH | \$8.00 |
| RAL20796 | WARHAMMER IIC CLAN MECH | \$11.00 |
| RAL20800 | HEX BASES BATTLETECH | \$7.50 |
| RAL20801 | THUG | \$11.00 |
| RAL20802 | MONGOOSE | \$7.00 |
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| RAL20805 | FLEA | \$7.00 |
| RAL20806 | HUNTER MISSILE TANK | \$8.50 |
| RAL20807 | STRIKER ARMORED CAR | \$8.50 |
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| RAL20811 | WOLF TRAP WFT-1 | \$9.00 |
| RAL20812 | RAVEN RVN-3L | \$8.00 |
| RAL20813 | MERCURY | \$8.00 |
| RAL20814 | LANCELOT | \$10.00 |
| RAL20815 | BOMBADIER BMB-12D | \$10.00 |
| RAL20816 | VEDETTE TANK | \$10.50 |
| RAL20817 | CONDOR - 50 TN HOVER TANK | \$10.50 |
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| RAL20821 | CLAN ELEMENTAL INFANTRY (30) | \$13.50 |
| RAL20822 | DEMOLISHER TANK | \$12.50 |
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| RAL20825 | BULLDOG - 60 TON TANK | \$11.50 |
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20-809
Mauler

20-810
Hatamoto-Chi

20-811
Wolftrap

20-812
Raven

20-813
Mercury

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| RAL20828 | SAVANNAH MASTER HVRCRAFT (4) | \$6.50 |
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| RAL20830 | VON LUCKNER HEAVY TANKS (2) | \$11.50 |
| RAL20831 | STINGER | \$7.00 |
| RAL20832 | WASP | \$7.00 |
| RAL20833 | PHOENIX HAWK | \$9.00 |
| RAL20834 | CRUSADER | \$10.00 |
| RAL20835 | GRIFFIN | \$9.00 |
| RAL20836 | SHADOW HAWK | \$9.00 |
| RAL20837 | WOLVERINE | \$9.00 |
| RAL20838 | BATTLEMASTER | \$11.00 |
| RAL20839 | THUNDERBOLT | \$10.00 |
| RAL20840 | WARHAMMER | \$10.00 |
| RAL20841 | RIFLEMAN | \$10.00 |
| RAL20842 | ARCHER ARC - 3R | \$10.00 |
| RAL20843 | MARAUDER | \$11.00 |
| RAL20844 | LOCUST | \$7.00 |
| RAL20845 | ATLAS | \$12.00 |
| RAL20846 | GOLIATH | \$11.00 |
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| RAL20848 | ORION | \$10.00 |
| RAL20849 | CENTURION | \$9.00 |
| RAL20850 | FIRESTARTER | \$8.00 |
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| RAL20861 | JAGERMECH | \$10.00 |
| RAL20862 | STALKER | \$11.00 |
| RAL20863 | CYCLOPS | \$12.00 |
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| RAL20865 | COMMANDO | \$7.00 |
| RAL20866 | JAVELIN | \$8.00 |
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| RAL20868 | DRAGON | \$10.00 |
| RAL20869 | JENNER | \$8.00 |
| RAL20870 | WHITWORTH | \$9.00 |
| RAL20871 | VINDICATOR | \$9.00 |
| RAL20872 | QUICKDRAW | \$10.00 |
| RAL20873 | SPIDER | \$8.00 |
| RAL20875 | ASSASSIN | \$9.00 |
| RAL20876 | DERVISH | \$9.00 |
| RAL20877 | OSTROC | \$10.00 |
| RAL20878 | STINGER LAM | \$9.00 |
| RAL20879 | CLINT | \$9.00 |
| RAL20880 | BLACKJACK | \$9.00 |
| RAL20881 | CHARGER | \$11.00 |
| RAL20882 | BANSHEE | \$12.00 |
| RAL20883 | WASP LAM | \$9.00 |
| RAL20884 | PHOENIX HAWK LAM | \$10.00 |
| RAL20885 | HERMES II | \$9.00 |
| RAL20886 | VULCAN | \$9.00 |
| RAL20887 | TREBUCHET | \$9.00 |
| RAL20888 | GRASSHOPPER | \$10.00 |
| RAL20889 | LONGBOW | \$10.00 |
| RAL20890 | HORNET | \$7.00 |
| RAL20891 | WOLF HOUND | \$8.00 |
| RAL20892 | SHOGUN | \$11.00 |
| RAL20893 | MARAUDER II | \$12.00 |
| RAL20894 | FIRE FLY | \$8.00 |
| RAL20895 | EXTERMINATOR | \$10.00 |
| RAL20896 | HIGHLANDER | \$11.00 |
| RAL20897 | ANNIHILATOR | \$12.00 |
| RAL20898 | IMP | \$12.00 |
| RAL20899 | KING CRAB | \$12.00 |

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All come with hex bases.

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| | Ph Hawk, Stinger, 2 x Locust | |
| RAL10802 | LIGHT LANCE | \$30.00 |
| | Wasp, Griffin, Ph Hawk, Stinger | |
| RAL10803 | MEDIUM LANCE | \$33.00 |
| | Wolverine, Crusader, Sh Hawk, Stinger | |
| RAL10804 | FIRE LANCE | \$35.00 |
| | Ph Hawk, Rifleman, 2 x Archer | |
| RAL10805 | HEAVY LANCE | \$35.00 |
| | Rifleman, Thunderbolt, Crusader, Griffin | |
| RAL10806P | ASSAULT LANCE (PLASTIC) | \$30.00 |
| | BattleMaster, Marauder, 2 x Warhammer | |
| RAL10807 | REGIMENTAL COMMAND LANCE | \$40.00 |
| | Zeus, Ostscout, Cyclops, Atlas | |
| RAL10808 | PURSUIT LANCE | \$29.00 |
| | Jenner, Vulcan, 2 x Commando | |
| RAL10840 | CLAN LIGHT OMNI MECHS BOXED | \$33.00 |
| | Dasher, Uller, Puma, Koshi | |
| RAL10841P | CLAN MEDIUM OMNI MECHS BOXED | \$35.00 |
| | Feris, Dragonfly, Ryoken, Blackhawk | |
| RAL10842P | CLAN HEAVY OMNI MECHS BOXED | \$43.00 |
| | Loki, Vulture, Madcat, Thor | |

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| RAL10843P | ASSAULT OMNI MECHS BOXED SET | \$45.00 |
| | Daishi, Masakari, G. Gladiator, Man O'War | |

AD&D FANTASY

AD&D Characters

Each with 1 male & 1 female 25mm figure.

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| RAL11002 | CLERICS W/STAFF & HAMMER (2) | \$6.50 |
| RAL11003 | MAGIC USERS W/STAFF & DAGGER | \$6.50 |
| RAL11004 | RANGERS W/BOW & SWORD (2) | \$6.50 |
| RAL11005 | THIEVES W/SLING & SWORD (2) | \$6.50 |
| RAL11006 | DWARF FIGHTERS W/SHLD & HAMMR | \$6.50 |
| RAL11007 | ELVEN MAGIC USERS W/STAFF | \$6.50 |
| RAL11008 | GNOME THIEVES W/DAGGER & X-BW | \$6.50 |
| RAL11009 | ADVENTURING MAGES WITH STAFF | \$6.50 |
| RAL11010 | PALADINS W/SWORD & DAGGER | \$6.50 |
| RAL11011 | HALF ELF RANGERS-BOW & SWORD | \$6.50 |
| RAL11012 | HALFLING FIGHTER THIEVES | \$6.50 |
| RAL11013 | BARDS W/HARP & SWORD | \$6.50 |
| RAL11014 | KENDER ROGUES W/HOOPAKS | \$6.50 |
| RAL11015 | SAVAGE WARRIORS W/SPR & SHLD | \$6.50 |
| RAL11016 | HUMAN ROGUES W/SWORDS | \$6.50 |
| RAL11017 | MERCENARIES (2) | \$6.50 |
| RAL11018 | WILDERNESS WARRIORS (2) | \$6.50 |
| RAL11019 | WANDERING SORCERERS (2) | \$6.50 |
| RAL11020 | ELF MILITANT WIZARDS (2) | \$6.50 |
| RAL11021 | BERSERKER BARBARIANS (2) | \$6.50 |
| RAL11022 | ORIENTAL FIGHTERS (2) | \$6.50 |
| RAL11023 | BOUNTY HUNTERS (2) | \$6.50 |
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| RAL11025 | HALF ORCS (2) | \$6.50 |
| RAL11026 | FIGHTERS WITH AXES (2) | \$6.50 |
| RAL11027 | DRUIDS (2) | \$6.50 |
| RAL11028 | PRIESTS (2) | \$6.50 |
| RAL11029 | ELVEN THIEVES (2) | \$6.50 |
| RAL11030 | FIGHTERS IN PLATE (2) | \$6.50 |
| RAL11031 | FZOL CHEMBRYL (1) | \$3.50 |
| RAL11032 | ZULKIR SZASS TAM (1) | \$3.50 |
| RAL11033 | MOURNGRYM AMCATHRA (1) | \$3.50 |
| RAL11034 | MIDNIGHT (1) | \$3.50 |
| RAL11035 | LORD MENSHOON (WIZARD) (1) | \$3.50 |
| RAL11036 | MANXAM (BEHOLDER) (1) | \$3.50 |
| RAL11037 | SHAERT AMCATHRA (THIEF) | \$3.50 |
| RAL11038 | ELMINSTER WIZARD & SAGE (1) | \$3.50 |
| RAL11039 | KHELSEN (1) | \$3.50 |
| RAL11040 | DOVE FALCONHAND (1) | \$3.50 |
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| RAL11042 | AZALIN THE LICH (1) | \$3.50 |
| RAL11043 | KING AZOUN FROM CORMYR (1) | \$3.50 |
| RAL11044 | VANDERDAHAST WIZARD (1) | \$3.50 |
| RAL11045 | LORD SOTH, MTD & FOOT | \$16.00 |
| RAL11046 | TANIS | \$3.50 |
| RAL11047 | GOLDMOON | \$3.50 |
| RAL11048 | RAISTLIN | \$3.50 |
| RAL11049 | CARAMON | \$3.50 |
| RAL11050 | KITARA | \$3.50 |

AD&D Monsters

Each with 1 - 4 25mm scale figures.

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| RAL11402 | COUATL (1) | \$6.50 |
| RAL11403 | STONE GIANT WITH AXE (1) | \$11.50 |
| RAL11404 | UMBER HULK (1) | \$9.00 |
| RAL11405 | OGRE MAGE WITH VICTIM | \$9.00 |
| RAL11406 | MIND FLAYER (1) | \$3.50 |
| RAL11407 | FIRE GIANT (1) | \$11.50 |
| RAL11408 | TROLL (1) | \$8.00 |
| RAL11409 | ORCS (4) | \$11.50 |
| RAL11410 | ETTIN (1) | \$11.50 |
| RAL11411 | OWL BEAR (1) | \$6.50 |
| RAL11412 | BUGBEARS (3) | \$11.50 |
| RAL11413 | DISPLACER BEAST (1) | \$11.50 |
| RAL11414 | CHIMERA (1) | \$15.00 |
| RAL11415 | GENIE (1) | \$15.50 |
| RAL11416 | LESSER GOLEMS-FLESH/CLAY | \$8.00 |
| RAL11417 | GREATER GOLEMS-IRON/STONE | \$13.50 |
| RAL11418 | DROW ELVES (4) | \$11.50 |
| RAL11419 | FRIBOLG WITH SWORD (1) | \$11.50 |
| RAL11420 | GNOLLS (3) | \$11.50 |
| RAL11421 | KOBOLDS (7) | \$11.50 |
| RAL11422 | CATOBLEPAS (1) | \$11.50 |
| RAL11423 | PEGASUS (1) | \$10.00 |
| RAL11424 | UNICORN (1) | \$8.00 |
| RAL11425 | IMPERIAL MINOTAURS (3) | \$12.50 |
| RAL11426 | ELEMENTALS: FIRE & EARTH | \$12.50 |
| RAL11427 | ELEMENTALS: AIR & WATER | \$12.50 |
| RAL11428 | YOUNG DRAGON OF KYRNN | \$11.50 |
| RAL11429 | ARMORED WAR DOGS & MASTER | \$11.50 |
| RAL11430 | PHASE SPIDER | \$14.50 |
| RAL11431 | STORM GIANT W/SWORD (88mm) | \$16.50 |
| RAL11432 | Goblins (5) | \$13.50 |
| RAL11433 | GARGOYLES (2) | \$9.00 |

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| RAL11435 | RUST MONSTER (1) | \$9.00 |
| RAL11436 | FROST GIANT-AXE & SHIELD (1) | \$13.50 |
| RAL11437 | HARPIES (3) | \$11.50 |
| RAL11438 | WIGHT (1) | \$3.50 |
| RAL11439 | BASILISK (1) | \$11.50 |
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| RAL11441 | HIPPOGRIFF (1) | \$10.00 |
| RAL11442 | GIANT TOAD (1) | \$6.50 |
| RAL11443 | SAHUAGIN W/HAND WPNS (4) | \$11.50 |
| RAL11444 | TROGLDYTES (3) | \$11.50 |
| RAL11445 | GRIFFON (1) | \$10.00 |
| RAL11446 | ARMORED HOBGOBLINS (3) | \$11.50 |
| RAL11447 | FIRE MINION W/FLAMING SWORD | \$6.50 |
| RAL11448 | GNOMES W/HAND WEAPONS (5) | \$11.50 |
| RAL11449 | WYVERN POUNCING (1) | \$15.50 |
| RAL11450 | BEASTMEN (4) | \$11.50 |
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| RAL11453 | CYCLOPS KIN IN FURS (3) | \$11.50 |
| RAL11454 | EFREET AND JINN W/SCIMITARS | \$13.50 |
| RAL11455 | GORGON CHARGING (1) | \$9.00 |
| RAL11456 | MIMICS-BED,CHEST,BARR EL (3) | \$11.50 |
| RAL11457 | ORGS (3) | \$12.50 |
| RAL11458 | DRAGONNE | \$10.00 |
| RAL11459 | SKRAG SEA TROLL | \$8.00 |
| RAL11460 | MITES (6) | \$11.50 |
| RAL11461 | LAMASU | \$10.00 |
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| RAL11463 | KETCH (3) | \$11.50 |
| RAL11464 | NAGA | \$3.50 |
| RAL11465 | BONESNAPPER | \$6.50 |
| RAL11466 | BLINK DOGS | \$6.50 |
| RAL11467 | MINOTAUR | \$6.50 |
| RAL11468 | TAERS | \$11.00 |
| RAL11469 | SLIGS (3) | \$11.50 |
| RAL11470 | MEDUSA (1) | \$4.00 |
| RAL11471 | NECROPIDIUS (1) | \$4.00 |
| RAL11472 | ZOMBIES (3) | \$9.00 |
| RAL11473 | GIANT RAT HORDES (2) | \$8.50 |
| RAL11474 | SYLPH (1) | \$3.50 |
| RAL11475 | LIZARDMEN (3) | \$11.00 |
| RAL11476 | BEHOLDER KIN (2) | \$12.50 |
| RAL11477 | MANTICORE (1) | \$11.00 |
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| RAL11479 | BULETTE (1) | \$11.00 |
| RAL11480 | LICH (1) | \$4.00 |
| RAL11481 | OGRE W/CLUB (1) | \$8.50 |
| RAL11482 | WHITE DRAGON | \$12.50 |
| RAL11483 | ROCK PYTHON (1) | \$9.00 |
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| RAL11486 | BUGBEARS & KOBOLD (3) | \$9.00 |
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| RAL11490 | GITHYANKI (3) | \$12.50 |
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| RAL11494 | WEMIC (2) | \$11.50 |
| RAL11495 | KIRIN (1) | \$9.00 |
| RAL11496 | SKELETAL GIANT | \$12.50 |
| RAL11497 | XORN | \$5.00 |
| RAL11498 | CAVE FISHER | \$5.00 |
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| RAL11500 | CRYPT THING (1) | \$3.50 |
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| RAL11502 | DEATH KNIGHT (1) | \$3.50 |
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| RAL11504 | REMORHAZ (1) | \$27.00 |
| RAL11505 | ILLITHID (1) | \$3.50 |
| RAL11506 | HOOK HORROR (1) | \$7.00 |
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| RAL11578 | BRONZE DRAGON (1) | \$17.50 |
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AD&D Ravenloft

Blister with 1 25mm figures.

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| RAL11108 | GREAT WHITE STAG (1) | \$6.50 |
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| RAL11124 | ALFRED TIMOTHY (1) | \$3.50 |
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| RAL11708 | DARK SUN FEMALE GLADIATORS (3) | \$9.00 |

AD&D Boxed Sets

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| RAL10500 | RED DRAGON OF KYRNN & RIDER | \$38.00 |
| RAL10501 | DRACONIANS (10) | \$34.00 |
| RAL10502 | HEROES OF THE LANCE (10) | \$30.00 |
| RAL10503 | HUMA'S SILVER DRAGON | \$38.00 |
| RAL10504 | VILLAINS OF KYRNN (9) | \$34.00 |
| RAL10509 | DUNGEON GAME MINIATURES (10) | \$32.00 |
| RAL10510 | D&D BASIC HEROES (10) | \$30.00 |

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| RAL10511 | RAVENLOFT DENIZENS (10) | \$30.00 |
| RAL10512P | D&D MONSTERS (20 PLASTIC) | \$60.00 |
| RAL10513 | DRAGONSTRIKE DELUXE | \$38.00 |
| RAL10514 | DRAGON MOUNTAIN | \$40.00 |
| RAL10515 | CASTLE FORLORN RAVENLOFT | \$32.00 |
| RAL10517 | DR MORDENHEIMS LABORATORY | \$32.00 |
| RAL10519 | PLANESCAPE DENIZENS | \$40.00 |
| RAL10520 | POWERS OF CHAOS PLANESCAPE | \$35.00 |
| RAL10540 | DARK SUN CHARACTERS (20) | \$69.95 |
| RAL10541 | DARK SUN LIGHT CHARIOT | \$29.95 |
| RAL10550 | HEROES OF FORGOTTN REALMS(10) | \$29.95 |
| RAL10551 | DROW ELVES OF MENZOBRZRZ (10) | \$31.95 |

BattleSystem Brigades

Boxed Sets with 25mm figures.

| | | |
|----------|-------------------------------------|---------|
| RAL10562 | GREY BLOSSOM REGIMENT (26) | \$53.95 |
| RAL10565 | LORD HARCOURTS KNIGHTS (20) | \$53.95 |
| RAL10566 | LORD SOTHS CHARGE (13) | \$53.95 |
| | Lord Soth & 12 Skele on Mtd Knights | |

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|----------|-------------------------------|---------|
| RAL11853 | IRON LORDS DWARF GUARD (6) | \$12.95 |
| RAL11854 | IRON LORDS DWARF XBOWMEN (6) | \$12.95 |
| RAL11855 | IRON LORDS DWARF INFANTRY (6) | \$12.95 |
| RAL11857 | HORDE HEAVY CAVALRY (3) | \$14.50 |
| RAL11858 | HORDE LIGHT CAVALRY (3) | \$13.50 |
| RAL11859 | OGRE MARAUDERS (3) | \$14.50 |
| RAL11860 | GNOLL RAIDERS (6) | \$14.50 |
| RAL11861 | GNOLL LEADER & FLIND (2) | \$7.00 |

Battlesystem 15mm Army Packs

Blister with 1 true 15mm figures.

| | | |
|----------|----------------------------|---------|
| RAL11906 | CORMYR MILITIA (13) | \$11.50 |
| RAL11907 | WAR ELEPHANT (1) | \$14.95 |
| RAL11933 | IRON DWARF BALLISTA | \$14.95 |
| RAL11953 | HOBGOBLINS OF DRGNSPR (13) | \$11.50 |
| RAL11954 | TROLLS MERC COMPANY (7) | \$11.50 |
| RAL11955 | VILLAINS OF F.REALMS (5) | \$11.50 |
| RAL11960 | DROW FEMALE ELITE ON FOOT | \$10.50 |
| RAL11961 | DROW ELF CROSSBOWMEN | \$10.50 |
| RAL11962 | DROW ELF LIZARD RIDERS | \$11.50 |
| RAL11992 | MINDUGUPLH COMPANY GIFF | \$10.50 |
| RAL11993 | MINDUGUPLH COMPANY WEMIC | \$11.50 |
| RAL11994 | MINDUGUPLH COMPANY KENKU | \$10.50 |

FANTASY

PERSONALITIES

Blister with 1 - 4 25mm figures.

| | | |
|----------|--------------------------------|---------|
| RAL01001 | EVIL WIZARD W/FINGER (1) | \$3.50 |
| RAL01003 | BALROG (1) | \$8.95 |
| RAL01004 | CLERIC W/COBRA STAFF (1) | \$3.50 |
| RAL01007 | WINGED SERPENT (1) | \$6.50 |
| RAL01010 | HILL TROLL (1) | \$6.50 |
| RAL01011 | ANGEL | \$6.50 |
| RAL01019 | ANGEL OF DEATH W/SCYTHE | \$7.50 |
| RAL01027 | RANGERS, MTD & ON FOOT | \$9.95 |
| RAL01030 | WRAITH WITH SICKLE | \$3.50 |
| RAL01035 | LAND DRAGON W/LANCER | \$9.95 |
| RAL01037 | MONK | \$3.50 |
| RAL01038 | WINGED PANTHER (1) | \$8.50 |
| RAL01045 | EARTH DAEMON (ELEMENTAL) | \$9.95 |
| RAL01047 | ARMORED CENTAUR W/BOW & SPR | \$7.50 |
| RAL01051 | GRIFFIN | \$7.50 |
| RAL01060 | DUNGEON LADY (1) | \$3.50 |
| RAL01067 | ARMORED GIANT W/BALL & CHAIN | \$9.95 |
| RAL01068 | DRAGON BOXED | \$16.50 |
| RAL01069 | DUINN (1) | \$8.95 |
| RAL01071 | UNICORN WITH MTD VIRGIN | \$7.50 |
| RAL01072 | COLD DRAKE | \$16.50 |
| RAL01083 | WAR DRAGON BOXED | \$18.95 |
| RAL01089 | WITCH KING ON CHARGER | \$9.95 |
| RAL01090 | STORM GIANT WITH AXE | \$9.95 |
| RAL01091 | MTD ELF HERO IN PLATE | \$9.95 |
| RAL01093 | ANTI-PALADIN MTD & FOOT | \$9.95 |
| RAL01095 | JABBERWOCK (1) | \$9.95 |
| RAL01096 | HIPPOGRIFF (1) | \$8.50 |
| RAL01105 | 3 HEADED TROLL | \$9.95 |
| RAL01106 | HALF ELVES (4) | \$11.50 |
| RAL01109 | CLOUD GIANT WITH CLUB | \$15.50 |
| RAL01112 | PALADIN MTD IN PLATE ARMOR | \$10.95 |
| RAL01114 | THIEVES (4) | \$11.50 |
| RAL01124 | WARRIORS OF CHAOS (4) | \$11.50 |
| RAL01125 | MTD CHAOS CHAMPION W/AXE | \$9.95 |
| RAL01126 | MTD CHAOS LORD W/SWORD | \$9.95 |
| RAL01128 | BIGANDS TREASURE CARAVAN | \$17.50 |
| RAL01129 | CELESTIAL DRAGON | \$17.95 |
| RAL01132 | CHAOTIC ONES (2) | \$6.50 |
| RAL01133 | GUARDIANS OF DOOM (2) | \$6.50 |
| RAL01134 | LAWFUL FIGHTING COMPANIONS (2) | \$6.50 |
| RAL01135 | LAWFUL SWORDMASTERS (2) | \$6.50 |
| RAL01136 | CHAOTIC DOOM KNIGHTS (2) | \$8.50 |
| RAL01137 | CHAOTIC SKULL KNIGHTS (2) | \$6.50 |
| RAL01138 | BLACK DRAGON | \$17.95 |
| RAL01139 | BLUE DRAGON | \$17.50 |
| RAL01140 | UNDEAD DRAGON | \$17.95 |
| RAL01143 | MALKOTIAN SPEARMEN (2) | \$7.50 |
| RAL01146 | FOREST DRAGON | \$17.50 |
| RAL01147 | BOARAK DEATH RIDER (1) | \$7.50 |
| RAL01148 | PERFIDON KNIGHT OF CHAOS LORDS | \$7.50 |
| RAL01149 | ESCHEATER THE COLLECTOR (1) | \$7.50 |
| RAL01150 | SOLEICISM, SERVANT OF CHAOS | \$8.50 |
| RAL01151 | SEA DRAGON | \$17.50 |
| RAL01155 | GIANT GRIFFON (1) | \$11.95 |
| RAL01159 | ELITE ARMOURD DWARF GUARDS | \$6.50 |
| RAL01160 | ORC WAR CHIEFTAINS (2) | \$6.50 |
| RAL01313 | TROLL GIANT WITH STONE AXE | \$10.95 |
| RAL01314 | BRASS DRAGON | \$17.50 |
| RAL01401 | WHITE WIZARD | \$9.95 |
| RAL01402 | CARN, WARRIOR/MAGE | \$9.95 |
| RAL01403 | CYMBORIC, HIGH ELF W/LORD | \$9.95 |
| RAL01404 | LEONARA, WARRIOR CHAMPION | \$9.95 |
| RAL01405 | CZARCHON, WITCH KING | \$9.95 |
| RAL01406 | EVIL SUPERHERO W/AXE & SHLD | \$9.95 |



01-403
Cymboril, High Elven Warlord



01-404
Leonara, Warrior Champion

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| RAL01407 | PALADIN MTD W/SWORD & SHLD | \$9.95 |
| RAL01408 | BLACK PRINCE MTD W/AXE & LANCE | \$9.95 |
| RAL01601 | DWARF CHAMPION W/SWORD (1) | \$3.50 |
| RAL01602 | ORC KING W/SWORD (1) | \$3.50 |
| RAL01603 | NECROMANCER W/WAND (1) | \$3.50 |
| RAL01604 | CHAOS DEATHMASTER W/SCYTHE (1) | \$4.50 |
| RAL01605 | GNOME MASTER THIEF W/SWRD (1) | \$3.50 |

3-STAGE CHARACTERS

Each with 3 x 25mm figures representing low, mid, high character classes.

| | | |
|----------|--------------------------------|--------|
| RAL01315 | FIGHTER PLAYER CHARACTER (3) | \$9.00 |
| RAL01316 | RANGER PLAYER CHARACTER (3) | \$9.00 |
| RAL01317 | MAGIC USER PLAYER CHARACTER(3) | \$9.00 |
| RAL01318 | HOBBIT THIEF 3-STAGE CHCTR(3) | \$9.00 |
| RAL01319 | ELF THIEF PLAYER CHARACTER (3) | \$9.00 |
| RAL01320 | PALADIN PLAYER CHARACTER (3) | \$9.00 |
| RAL01321 | HUMAN ASSASSIN 3-STAGE CHAR(3) | \$9.00 |
| RAL01322 | BARBARIAN PLAYER CHARACTER (3) | \$9.00 |
| RAL01323 | DWARF FIGHTER (3 STAGE) (3) | \$9.00 |
| RAL01324 | ELF FIGHTER (3 STAGE) (3) | \$9.00 |
| RAL01325 | DRUID (3 STAGE) (3) | \$9.00 |
| RAL01326 | CLERIC 3-STAGED CHARACTER (3) | \$9.00 |
| RAL01328 | ANTI-PALADIN (3) | \$9.00 |
| RAL01329 | ELF FIGHTER/MAGE (3) | \$9.00 |
| RAL01330 | FIGHTER W/AXE (3) | \$9.00 |
| RAL01331 | ILLUSIONISTS (3) | \$9.00 |
| RAL01332 | FEMALE FIGHTERS (3) | \$9.00 |
| RAL01333 | WIZARD MAGE W/STAFF (3) | \$9.00 |
| RAL01334 | GNOME ILLUSIONIST (3) | \$9.00 |
| RAL01335 | ANTI-HERO (3) | \$9.00 |
| RAL01336 | NINJA PLAYER CHARACTER (3) | \$9.00 |
| RAL01337 | FEMALE MAGIC USER (3) | \$9.00 |
| RAL01338 | EVIL SHAMAN PLAYER CHARACTER 3 | \$9.00 |
| RAL01339 | DROW ELF PLAYER CHARACTER (3) | \$9.00 |

FANTASY ARMY PACKS

Blister with 4 - 6 foot or 2 - 3 cavalry

| | | |
|----------|--------------------------------|---------|
| RAL02004 | WOOD ELF W/PIKE | \$12.50 |
| RAL02005 | WOOD ELF CAVALRY W/SPEAR | \$12.50 |
| RAL02006 | SEA ELF W/PIKE | \$12.50 |
| RAL02007 | SEA ELF ADVANCING | \$12.50 |
| RAL02009 | HIGH ELF W/AXE | \$12.50 |
| RAL02016 | HIGH ELF CAVALRY W/SWORD | \$12.50 |
| RAL02017 | STAR BROWS SELECT | \$12.50 |
| RAL02021 | DEEP ELF FIRING BOW | \$12.50 |
| RAL02023 | DEEP ELF W/HALBERD | \$12.50 |
| RAL02025 | DEEP ELF CAVALRY W/LANCE | \$12.50 |
| RAL02029 | MOUNTED HALFLINGS (4) | \$12.50 |
| RAL02030 | DWARVEN ENGINEERS (6) | \$12.50 |
| RAL02031 | DWARVEN AXEMEN (6) | \$12.50 |
| RAL02032 | ELITE DWARF AXEMEN MIXED (6) | \$12.50 |
| RAL02033 | DWARVES WITH 2 HANDED AXES (6) | \$12.50 |
| RAL02034 | DWARVEN CAVALRY (3) | \$12.50 |
| RAL02035 | DWARVEN ARQUEBUSIERS (6) | \$12.50 |
| RAL02036 | DWARF W/HAMMER (6) | \$12.50 |
| RAL02037 | DWARVEN SWORDSMEN (6) | \$12.50 |
| RAL02038 | DWARF W/CROSS BOW (6) | \$12.50 |
| RAL02039 | DWARVEN COMMAND (4) | \$12.50 |
| RAL02040 | SKELETON COMMAND | \$12.50 |
| RAL02041 | MOUNTED SKELETON KNIGHT | \$12.50 |
| RAL02042 | SKELETAL KNIGHT | \$12.50 |
| RAL02043 | SKELETAL ARCHERS | \$12.50 |
| RAL02044 | ASSTD SKELETAL MELEE TROOPS | \$12.50 |
| RAL02045 | DEALERS OF DEVASTATION | \$12.50 |
| RAL02046 | DEALERS DEVASTATION COMMAND | \$12.50 |
| RAL02049 | GOBLIN COMMAND (4) | \$12.50 |
| RAL02050 | MIXED IMP SKIRMISHERS | \$12.50 |
| RAL02051 | GOBLIN SPEARMEN (6) | \$12.50 |
| RAL02052 | GOBLIN SWORDSMEN (6) | \$12.50 |
| RAL02053 | GOBLIN ARCHERS (6) | \$12.50 |
| RAL02054 | GOBLIN BERSERKERS (6) | \$12.50 |
| RAL02055 | RATLING SKIRMISHERS (6) | \$12.50 |
| RAL02056 | RATLING ASSAULT TROOPS (6) | \$12.50 |
| RAL02057 | RATLING COMMAND (6) | \$12.50 |
| RAL02058 | FANGS OF FURY (6) | \$12.50 |
| RAL02059 | FANGS OF FURY COMMAND | \$12.50 |
| RAL02065 | LESSER ORC MELEE TROOPS | \$12.50 |
| RAL02070 | MIXED ORC SPEARMEN (6) | \$12.50 |
| RAL02072 | MIXED ORC SWORDMEN (6) | \$12.50 |
| RAL02073 | KORG KILLERS (6 ORCS) | \$12.50 |
| RAL02077 | ORC ARCHERS (6) | \$12.50 |
| RAL02078 | WAR MACHINE | \$49.95 |
| RAL02079 | ORC COMMAND GROUP | \$12.50 |
| RAL02080 | ORC LEGIONARIES (6) | \$12.50 |
| RAL02081 | ORC HEAVY LEGIONARIES (6) | \$12.50 |
| RAL02082 | ORC AUXILIARY ARCHERS (6) | \$12.50 |
| RAL02083 | ORC GLADIATOR AUXILIARIES (6) | \$12.50 |
| RAL02084 | ORC LEADER & GUARDS (5) | \$12.50 |
| RAL02085 | WILD ORC ARCHERS (6) | \$13.50 |
| RAL02088 | WILD ORC SPEARMEN (6) | \$13.50 |
| RAL02090 | WILD ORC COMMAND (4) | \$13.50 |

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| RAL02093 | WOLF RIDERS MIXED | \$12.50 |
| RAL02094 | WOLF RIDERS & WOLF | \$12.50 |
| RAL02095 | CENTAUR SKIRMISHERS | \$12.50 |
| RAL02097 | STEEL WIND CENTAURS | \$12.50 |
| RAL02098 | ARMORED CENTAURS | \$12.50 |
| RAL02103 | CHAOTIC WARRIORS (6) | \$12.50 |
| RAL02104 | WARRIORS OF CHAOS(6) | \$12.50 |
| RAL02105 | CHAOTIC WARRIOR BOWMAN (6) | \$12.50 |
| RAL02106 | CHAOS WARRIOR CAVALRY (3) | \$12.50 |
| RAL02107 | CHAOS PIKEMEN (6) | \$12.50 |
| RAL02110 | LORD GOODWINS COMMAND (4) | \$12.50 |
| RAL02111 | KNIGHTS OF JUSTICE (3) | \$12.50 |
| RAL02112 | LANCERS OF JUSTICE (3) | \$12.50 |
| RAL02113 | LEGION OF JUSTICE ARCHERS (6) | \$12.50 |
| RAL02114 | JUSTICE LEGION FOOT SOLDIERS 6 | \$12.50 |
| RAL02120 | BUNNY RABBIT COMMAND GROUP (4) | \$13.50 |
| RAL02121 | BUNNY RABBIT STICKERS (SPEARS) (6) | \$13.50 |
| RAL02122 | BUNNY RABBIT CHOPPERS (AXES) (6) | \$13.50 |
| RAL02123 | BUNNY RABBIT THRASHERS (SWORDS) (6) | \$13.50 |
| RAL02124 | BUNNY RABBIT SHOOTERS (BOWS) (6) | \$13.50 |
| RAL02130 | DAE-SHIRU COMMAND | \$12.50 |
| RAL02131 | DAE-SHIRU SKIRMISHERS | \$12.50 |
| RAL02132 | DAE-SHIRU REGULARS | \$13.00 |
| RAL02140 | TROLL SHAMAN & LEADER (2) | \$13.00 |
| RAL02141 | TROLL STANDARD BEARER (2) | \$13.00 |
| RAL02142 | TROLL ROCK THROWERS (3) | \$13.00 |
| RAL02143 | TROLL HEAVY INFANTRY (2) | \$13.00 |
| RAL02144 | TROLL LIGHT INFANTRY (3) | \$13.00 |
| RAL02164 | TROLL CATAPULT & LOADER | \$13.00 |
| RAL02161 | DWARF BOMBARD & (3) CREW | \$12.50 |
| RAL02162 | DWARF FLMRTHR & (4) CREW | \$18.50 |
| RAL02163 | DWARF CATAPLT & (3) CREW | \$18.50 |

FANTASY CHARACTERS

Each blister contains 1 25mm figure.

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| RAL02210 | HIGH ELF SWORD | \$3.50 |
| RAL02211 | HIGH ELF ADVANCING | \$3.50 |
| RAL02214 | HIGH ELF FIRING BOW (1) | \$3.50 |
| RAL02227 | HALFINGS W/BOWS & SLINGS | \$3.50 |
| RAL02228 | HALFINGS W/AXES & SWORDS | \$3.50 |
| RAL02301 | FIGHTER IN PLATEMAIL W/HELMET | \$3.50 |
| RAL02302 | PALADIN W/GREATSWORD | \$3.50 |
| RAL02303 | RANGER IN MAIL W/BOW | \$3.50 |
| RAL02304 | CHAOTIC WARRIOR W/GREATSWORD | \$3.50 |
| RAL02305 | CHARGING FIGHTER | \$3.50 |
| RAL02307 | HEROIC KNIGHT | \$3.50 |
| RAL02308 | FIGHTER WITH LONGBOW | \$3.50 |
| RAL02309 | ANTI-HERO W/AXE | \$3.50 |
| RAL02310 | FEMALE FIGHTER W/ROUND SHIELD | \$3.50 |
| RAL02311 | CAVALIER KNIGHT | \$3.50 |
| RAL02312 | WARRIOR LORD | \$3.50 |
| RAL02331 | MASTER THIEF | \$3.50 |
| RAL02332 | BRIGAND THIEF | \$3.50 |
| RAL02333 | ACROBATIC THIEF | \$3.50 |
| RAL02334 | CLOAKED ASSASSIN | \$3.50 |
| RAL02335 | NINJA ASSASSIN | \$3.50 |
| RAL02336 | ROGUE THIEF | \$3.50 |
| RAL02337 | FEMALE ADVENTURER THIEF (1) | \$3.50 |
| RAL02338 | ELVEN THIEF (1) | \$3.50 |
| RAL02339 | FEMALE CUTPURSE (1) | \$3.50 |
| RAL02340 | BEGGAR THIEF (1) | \$3.50 |
| RAL02351 | WIZARD W/STAFF | \$3.50 |
| RAL02352 | ADVENTURER WIZARD | \$3.50 |
| RAL02353 | ILLUSIONIST CONJURING | \$3.50 |
| RAL02354 | EVIL WIZARD W/SKULL STAFF | \$3.50 |
| RAL02355 | WIZARD W/RUNESWORD | \$3.50 |
| RAL02356 | FEMALE MAGIC USER | \$3.50 |
| RAL02371 | CLERIC W/BALL & CHAIN | \$3.50 |
| RAL02372 | ARMORED CLERIC | \$3.50 |
| RAL02373 | DRUID | \$3.50 |
| RAL02375 | INQUISITOR W/SWORD OF JUSTICE | \$3.50 |
| RAL02376 | FEMALE CLERIC | \$3.50 |
| RAL02391 | BARD | \$3.50 |

FANTASY MONSTERS

Blister with 1 or 0 scale metal figures.

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|----------|--------------------------|---------|
| RAL02401 | GREAT FIRE DRAGON | \$18.00 |
| RAL02403 | WERETIGER | \$4.50 |
| RAL02404 | GARGOYLE | \$4.50 |
| RAL02405 | DEMON | \$4.50 |
| RAL02406 | ARMORED MINOTAUR W/SPEAR | \$4.50 |
| RAL02407 | HELL HOUNDS (3) | \$9.00 |
| RAL02408 | LION CENTAURS | \$9.00 |
| RAL02412 | RATLINGS | \$11.50 |
| RAL02415 | TROLLS | \$11.50 |
| RAL02416 | ARMORED OGRES | \$11.50 |
| RAL02417 | TREE SHEPHERD | \$15.50 |

FANTASY BADGUYS

Each with 1 - 4 25mm metal figures.

| | | |
|----------|--------------|---------|
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| RAL02902 | FEMALE GIANT | \$11.50 |

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| RAL02903 | ARMORED CENTAURS MALE & FEM | \$11.50 |
| RAL02908 | MANTICORE | \$9.95 |
| RAL02909 | UNICORN | \$6.50 |
| RAL02910 | LIONS (MALE & FEMALE) | \$6.50 |
| RAL02911 | ATTACK DOGS | \$6.50 |
| RAL02912 | GIANT RATS | \$6.50 |
| RAL02922 | GNOMES | \$8.95 |
| RAL02925 | RANGERS (3) | \$8.95 |
| RAL02927 | FEMALE WARRIORS | \$8.95 |
| RAL02928 | WYVERN | \$11.50 |
| RAL02929 | GNOMES (4) | \$11.50 |
| RAL02931 | FIGHTING PALADIN | \$3.50 |
| RAL02932 | ANTI-HERO W/2-HANGED AXE | \$3.50 |
| RAL02933 | HALF ELF CHAMPION | \$3.50 |
| RAL02934 | BARBARIAN GIANT | \$11.50 |
| RAL02936 | ARMORED MINOTAUR W/SWORD | \$9.00 |
| RAL02937 | FIGHTING PEGASUS | \$11.00 |
| RAL02938 | SKELETON WARRIORS | \$14.00 |
| RAL02939 | GNOLL CHAMPION, HENCHBEASTS | \$9.00 |
| RAL02940 | SKELETAL GIANT | \$11.50 |
| RAL02941 | CHAOTIC WAR DRAGON & RIDER | \$17.50 |
| RAL02942 | BARBARIANS (3) | \$9.00 |
| RAL02943 | ARMORED OGRE | \$7.50 |
| RAL02944 | DRAGONMEN | \$10.00 |
| RAL02945 | SABRETOOTH | \$4.50 |
| RAL02948 | ARCHERS (3) | \$9.00 |
| RAL02949 | GREY WIZARD | \$3.50 |
| RAL02950 | UNDEAD NINJA | \$3.50 |
| RAL02951 | KI-RIN | \$6.00 |
| RAL02952 | SKELETAL BEASTMEN (4) | \$11.50 |
| RAL02953 | WARCAT W/GNOLL RIDER | \$7.50 |
| RAL02954 | WINGED DEMON LORD | \$11.50 |
| RAL02955 | EVIL DRAGON | \$17.50 |
| RAL02956 | GIANT MINOTAUR/BEASTMAN | \$12.50 |
| RAL02957 | HOBGOBLINS (4) | \$11.50 |
| RAL02958 | FAMILIARS (MULTIPLE) | \$3.50 |
| RAL02959 | FEMALE ADVENTURERS (3) | \$9.00 |
| RAL02960 | HOBGOBLIN BOAR & RIDERS | \$11.50 |
| RAL02961 | GOATMEN | \$11.50 |
| RAL02962 | COCKATRICE | \$3.50 |
| RAL02963 | FEMALE MAGIC USERS | \$9.00 |
| RAL02964 | HIPPOGRIF | \$9.00 |
| RAL02965 | MOUNTED SPECTRE | \$7.50 |
| RAL02966 | HALF ELF ADVENTURER | \$10.00 |
| RAL02967 | BALROG | \$11.50 |
| RAL02968 | CENTAUR ADVENTURERS MALE & FEM | \$10.00 |
| RAL02969 | FEMALE PALADIN & ARMED UNICORN | \$10.00 |

FANTASY BOXED SETS

With 1 - 10 25mm metal figures.

| | | |
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| RAL10200 | NINJA | \$17.50 |
| RAL10210 | GUARDIAN DRAGON | \$24.00 |
| RAL10309 | SKELETAL LEGIONS OF LICHE KING | \$28.00 |
| RAL10310 | SILVER AND STEEL (10 FEMALES) | \$30.00 |
| RAL10320 | TITANS OF TERROR BOXED SET | \$38.00 |
| RAL10412 | RAL, LORD OF THE BALROGS | \$38.00 |
| RAL10414 | WARLORDS | \$28.00 |
| RAL10416 | DUELING DRAGONS | \$50.00 |

COLLECTORS' MASTERPIECES

High Quality boxed sets with 25mm scale figures.

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| | Huge dragon with lancer. | |
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| | Dragon eating two thieves stealing her eggs. | |
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| | Clash against a dragon involving a bridge. | |
| RAL10452P | THE CONFLICT | \$99.00 |
| | White & Black Dragons locked in aerial combat. | |



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| RAL10461 | FEARLESS FROST DRAGON | \$36.00 |
| RAL10462P | RIDING THE WIND TO VALHALLA | \$50.00 |
| | Dwarves with gatlings riding a dragon. | |
| RAL10463P | T-CHAR DRAGON, FIRE, FURY, DOOM | \$40.00 |
| RAL10464 | NIDHOGG THE WYRM | \$40.00 |
| RAL10465 | DURINS DOOM | \$50.00 |
| | Dragon about to eat some dwarves. | |
| RAL10602 | MTD HERO FIGHTING GIANT | \$65.00 |
| | From Larry Elmore's Painting | |
| RAL10603 | AVALYNE THE HEALER VIGNETTE | \$99.00 |

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| RAL01504 | From Larry Elmore's Painting TAKHISIS - CHROMATIC DRAGON A stunning model of the famous AD&D dragon | \$119.95 |
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RAL PARTHA IMPORTS

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|----------|------------------------------|---------|
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| RAL31009 | MUMMY | \$3.50 |
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| RAL31017 | DEMON BEAST | \$12.00 |
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| RAL31022 | WRAITH W/FLAMING SWORD | \$3.50 |
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| RAL31027 | UNICORN | \$4.50 |
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| RAL32003 | ROBIN HOOD | \$3.50 |
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FANTASY ADVENTURERS

Blister with 1 25mm metal figure.

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|----------|--------------------------------|--------|
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| RAL61003 | CLERIC WITH MACE | \$3.50 |
| RAL61006 | BARD W/SWORD & LUTE | \$3.50 |
| RAL61007 | MONK W/STAFF | \$3.50 |
| RAL61008 | RANGER W/SWORD & BOW | \$3.50 |
| RAL61009 | BARBARIAN CHOPPING W/2H SWORD | \$3.50 |
| RAL61010 | PALADIN W/SWORD | \$3.50 |
| RAL61011 | ILLUSIONIST W/STAFF | \$3.50 |
| RAL61012 | NINJA ASSASSIN W/SWORD | \$3.50 |
| RAL61014 | ELVEN HERO W/SWORD | \$3.50 |
| RAL61016 | FEMALE WIZARD W/DAGGER & STAFF | \$3.50 |
| RAL61017 | FEMALE THIEF W/DAGGER & SACK | \$3.50 |
| RAL61018 | FEMALE CLERIC W/MACE | \$3.50 |
| RAL61019 | FEMALE FIGHTER W/TRIANGLE SHLD | \$3.50 |
| RAL61020 | HOURI W/DAGGER | \$3.50 |
| RAL61021 | EVIL WIZARD W/SERPENT STAFF | \$3.50 |
| RAL61022 | EVIL CLERIC | \$3.50 |
| RAL61023 | EVIL PRINCESS | \$3.50 |
| RAL61026 | FIGHTER W/CHAINMAIL | \$3.50 |
| RAL61027 | AMAZON W/SWORD | \$3.50 |
| RAL61029 | DWARF CHAMPION W/AXE | \$3.50 |
| RAL61030 | FEMALE RANGER | \$3.50 |
| RAL61031 | PALADIN W/FULL CHAINMAIL | \$3.50 |
| RAL61034 | GNOME WARRIOR THIEF | \$3.50 |
| RAL61038 | NINJA PERSONALITY W/SWORD | \$3.50 |
| RAL61042 | FEMALE PALADIN IN PLATE W/MACE | \$3.50 |
| RAL61043 | BARBARIAN HERONE W/SWORD | \$3.50 |
| RAL61046 | MAILED WARRIOR DUNGEONEER | \$3.50 |
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| RAL61048 | SWASHBUCKLER THIEF | \$3.50 |
| RAL61050 | THIEF W/LONGSWORD IN AMBUSH | \$3.50 |
| RAL61051 | FEMALE DUELLIST W/2 SWORDS | \$3.50 |
| RAL61052 | DUELLIST W/2 SWORDS | \$3.50 |
| RAL61053 | TORQUEMADA, CHAOS CONQUEROR | \$3.50 |
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| RAL61066 | HERCULES | \$3.50 |
| RAL61067 | HEROIC WIZARD | \$3.50 |
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| RAL61070 | GALLINIR ELF KNIGHT | \$3.50 |
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| RAL61073 | ROEG BARBARIAN PRINCE | \$3.50 |
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| RAL61080 | SIR MICHAEL - BOLD CAVALIER | \$3.50 |
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61-101

61-102

61-103

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| RAL61092 | DRAGON SLAYER AMBERLYNN | \$3.50 |
| RAL61093 | SWORDMISTRESS CIERA | \$3.50 |
| RAL61094 | ENCHANTRESS ARIANNA | \$3.50 |
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| RAL61098 | ROTH THE JOURNEYMAN ADVENTURER | \$3.50 |
| RAL61099 | MUSCAT THE WIZARD W/FAMILIAR | \$3.50 |
| RAL61100 | CROSIER THE PRIEST | \$3.50 |
| RAL61101 | CONSTANTINE ALCHEMIST | \$3.50 |
| RAL61102 | ROTH, JOURNEYMAN | \$3.50 |
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Blister with 3 or 1 25mm metal figures.

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| WES40403 | STORMTROOPERS # 1 (3) | \$13.00 |
| WES40404 | STORMTROOPERS # 2 (3) | \$13.00 |
| WES40405 | REBEL TROOPERS # 1 (3) | \$13.00 |
| WES40406 | REBEL TROOPERS # 2 (3) | \$13.00 |
| WES40407 | USERS OF THE FORCE (3) | \$13.00 |
| WES40408 | PILOTS & GUNNERS (3) | \$13.00 |
| WES40409 | STORMTROOPERS # 3 (3) | \$13.00 |
| WES40410 | IMPERIAL HVY BLSTR & CREW | \$13.00 |
| WES40411 | IMPERIAL ARMY TROOPERS (3) | \$13.00 |
| WES40412 | IMPERIAL NAVY TROOPERS (3) | \$13.00 |
| WES40413 | REBEL TROOPERS # 3 (3) | \$13.00 |
| WES40414 | REBEL COMMANDOS (3) | \$13.00 |
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| WES40417 | REBEL COMMANDOS # 2 (3) | \$13.00 |
| WES40418 | IMPERIAL ARMY TROOPERS # 2 (3) | \$13.00 |
| WES40419 | IMPERIAL NAVY TROOPERS (3) | \$13.00 |
| WES40420 | BOUNTY HUNTERS (3) | \$13.00 |
| WES40421 | REBEL TROOPERS # 4 (3) | \$13.00 |
| WES40422 | BOUNTY HUNTERS # 2 (3) | \$13.00 |
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| WES40425 | THE EMPEROR | \$13.00 |
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| WES40427 | DENZENS OF TATOOINE (3) | \$13.00 |
| WES40428 | SANDTROOPERS (3) | \$13.00 |
| WES40429 | ALIENS OF THE GALAXY (3) | \$13.00 |
| WES40430 | JEDI KNIGHTS (3) | \$13.00 |
| WES40431 | SNOWTROOPERS (3) | \$13.00 |
| WES40432 | HOTH REBEL TROOPERS (3) | \$13.00 |
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| WES40434 | REBEL OPERATIVES (3) | \$13.00 |
| WES40435 | WOOKIES (3) | \$13.00 |
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| WES40440 | ZERO-G STORMTROOPERS | \$13.00 |
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| WES40442 | ENCOUNTER ON HOTH | \$13.00 |
| WES40443 | ALIENS OF THE GALAXY # 2 | \$13.00 |
| WES40444 | JABBA THE HUT | \$13.00 |
| WES40445 | JABBA'S SERVANTS | \$13.00 |
| WES40446 | DARK STRYDER # 1 (3) | \$13.00 |
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| WES40502 | IMPERIAL SPEEDER BIKES (2) | \$20.00 |
| WES40503 | REBEL SPEEDER BIKES | \$20.00 |
| WES40504 | STORM SKIMMER | \$20.00 |
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GRENADIER

GENERAL FANTASY

1 - 3 Exaggerated 25mm metal figures.

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|---------|---------------------------|---------|
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| GRE306 | MUMMYS | \$9.00 |
| GRE307 | liche LORDS | \$9.00 |
| GRE308 | ORCS | \$9.00 |
| GRE314 | MANTICORE & OWL-BEAST | \$9.00 |
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| GRE317 | UMBERHULK | \$9.00 |
| GRE344 | MAGIC USERS | \$10.00 |
| GRE346 | CLIFF DRAGON | \$10.00 |
| GRE350 | WHITE WYRM | \$10.00 |
| GRE3116 | HALF-ORC RAIDER INFANTRY | \$13.00 |
| GRE3117 | HALF-ORC RAIDER COMMAND | \$8.00 |
| GRE3118 | HALF-ORC RAIDER CHAMPIONS | \$8.00 |
| GRE3119 | CURSED ELF INFANTRY | \$13.00 |
| GRE3124 | RATMEN (5) | \$13.00 |
| GRE3129 | RATMEN II (5) | \$13.00 |
| GRE3132 | SWAMP GOBLIN INFANTRY (5) | \$13.00 |
| GRE3133 | SWAMP GOBLIN COMMAND (3) | \$8.50 |
| GRE3134 | RATMEN COMMAND (3) | \$8.50 |

FANTASY WARRIORS I

1 - 3 Exaggerated 25mm figures.

| | | |
|--------|-----------------------|--------|
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| GRE921 | GOBLIN CHAMPIONS | \$8.00 |



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|--------|-------------------------|--------|
| GRE935 | DWARVEN SCOUTS | \$8.00 |
| GRE942 | ORCS WITH 2 HANDED WPNS | \$8.00 |
| GRE943 | ORCS WITH HAND WEAPONS | \$8.00 |
| GRE944 | ORCS WITH POLE ARMS | \$8.00 |
| GRE946 | ORCS WITH SPEARS AND SH | \$8.00 |
| GRE948 | ORCS WITH BOWS | \$8.00 |
| GRE951 | GOBLIN INFANTRY | \$8.00 |

Boxed Sets

Superb boxed sets with 1 - 6 25mm figures.

| | | |
|---------|---------------------------|---------|
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| GRE9003 | DWARF BATTLESET | \$27.00 |
| GRE9007 | DWARF CANNON | \$27.00 |
| GRE9008 | GOBLIN WAR BAND BOXED SET | \$27.00 |
| GRE9017 | JUGGERNAUT WHELPS (3) | \$25.00 |
| GRE9020 | THE LICH LORD'S PALANQUIN | \$25.00 |

FANTASY WARRIORS II

Excellent range of blisters with 1 - 6 25mm figure

| | | |
|---------|-------------------------------|---------|
| GRE1416 | BARBARIAN COMMAND (4) | \$13.00 |
| GRE1421 | FIGHTING MEN WITH HALBERDS | \$13.00 |
| GRE1425 | WOOD ELF CAVALRY COMMAND | \$13.00 |
| GRE1427 | HIGH ELVES WITH SPEARS | \$13.00 |
| GRE1428 | HIGH ELVES - LONG BOWS | \$13.00 |
| GRE1430 | HIGH ELVES 2 HANDED | \$13.00 |
| GRE1432 | HALF ORCS WITH HAND WEAPONS 5 | \$13.00 |
| GRE1437 | HALF ORCS W/BOWS (5) | \$13.00 |
| GRE1439 | HALFLINGS | \$13.00 |
| GRE1441 | HALF ORC COMMAND | \$13.00 |
| GRE1442 | SHAMAN AND SORCERERS | \$13.00 |
| GRE1443 | WOOD ELF WIZARDS & DRUIDS | \$13.00 |
| GRE1444 | HIGH ELF COMMAND | \$13.00 |
| GRE1448 | MEN W/GIANT HANDGUNS (4) | \$13.00 |

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|----------|-------------------------------|---------|
| GRE5102 | AMAZONS W/ 2 HANDED WEAPONS | \$13.00 |
| GRE5103 | AMAZON ARCHERS | \$13.00 |
| GRE5105 | UNDEAD GIANT | \$13.00 |
| GRE5106 | UNDEAD TROLL | \$13.00 |
| GRE5107 | UNDEAD WARRIORS | \$13.00 |
| GRE51021 | AMAZON CAT RIDERS | \$13.00 |
| GRE51025 | HOBGOBLIN COMMAND | \$13.00 |
| GRE51026 | HOBGOBLIN HEROES (5) | \$13.00 |
| GRE51027 | HORSE RAIDER WARRIORS | \$13.00 |
| GRE51029 | HORSE RAIDER COMMAND | \$13.00 |
| GRE51030 | HORSE RAIDER HEROES | \$13.00 |
| GRE51032 | GOBLIN SPIDER RIDER HERO | \$13.00 |
| GRE51033 | GOBLIN SPIDER RIDER LEADER | \$13.00 |
| GRE51034 | GOBLIN SPIDER RIDER GUNNER | \$13.00 |
| GRE51039 | GOBLIN LEADER ON GARGOYLE (1) | \$12.00 |
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| GRE504 | DARK ELF COMMAND | \$13.00 |
| GRE505 | DARK ELVES WARQUEBOWS | \$1.00 |
| GRE8501 | WOOD ELF SHAPECHANGERS (4) | \$15.00 |
| GRE8502 | RATMEN (5) | \$15.00 |
| GRE8503 | RATMEN COMMAND (3) | \$10.00 |
| GRE8504 | SKELETONS (5) | \$15.00 |
| GRE8505 | SKELETONS COMMAND (4) | \$13.00 |
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|--------|-----------------------|--------|
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| GRE404 | ELVEN WEAPONS | \$7.00 |
| GRE406 | POLEARMS | \$7.00 |
| GRE408 | GOBLIN WEAPONS | \$7.00 |

Artillery

| | | |
|---------|--------------------|---------|
| GRE9202 | GIANT BALLISTA (1) | \$20.00 |
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BOXED ARMIES

| | | |
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| GRE9404 | UNDEAD ARMY (26) | \$55.00 |
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Warchief, giant, 9 spearmen, 8 archers, 2 standard bearers, necromancer, musician, 2 unit leaders, champion.

FANTASY WARRIORS INDIVIDUALS

Blister with 1 exaggerated 25mm figures.

| | | |
|---------|--------------------------------|--------|
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| GRE5209 | LOTHANDOR WOOD ELF MUSICIAN | \$3.00 |
| GRE5212 | BEOMUND BARBARIAN MUSICIAN | \$3.00 |
| GRE5215 | UZZBUG HALF ORC LEADER | \$3.00 |
| GRE5217 | BISHOP WENDEL HIGH PRIEST HUMN | \$3.00 |
| GRE5222 | TUTENDOOM | \$3.00 |
| GRE5223 | PINESTONE | \$3.00 |
| GRE5225 | HIGH ELF LEADER | \$3.00 |

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|---------|------------------------|--------|
| GRE5601 | WITCH | \$3.00 |
| GRE5602 | AMAZON WARCHIEF | \$3.00 |
| GRE5603 | AMAZON BATTLELEADER | \$3.00 |
| GRE5608 | UNDEAD STANDARD BEARER | \$3.00 |

DRAGONS

Dragon Lords

Superb boxed sets with 25mm scale dragons.

| | | |
|---------|--------------------|---------|
| GRE9604 | BRASS DRAGON II | \$26.50 |
| GRE9605 | GREEN DRAGON II | \$26.50 |
| GRE9611 | PLATINUM DRAGON II | \$26.50 |

FUTURE WARRIORS

Fully compatible with Warhammer 40K

25mm Future Warriors

Blister with 1 exaggerated 25mm figures.

| | | |
|---------|------------------------------|---------|
| GRE1505 | FUTURE SAVAGES (5) | \$13.00 |
| GRE1510 | FUTURE SAVAGES WITH GUNS (5) | \$13.00 |
| GRE1511 | TROOPER COMMAND (5) | \$13.00 |
| GRE1512 | BIKE RIDERS AND DRIVERS | \$13.00 |
| GRE1517 | MEDIA TEAM (5) | \$14.50 |
| GRE1518 | SUITS WITH GUNS (5) | \$14.50 |

15mm FANTASY

True 15mm Figures

| | | |
|---------|----------------------------|--------|
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| GRE1818 | ORC WAR CHARIOT & CREW | \$7.50 |
| GRE1819 | IMPERIAL KNIGHTS (5) | \$7.50 |

GRENDEL

25mm Fantasy Resin Boxed Scenery

| | | |
|----------|---|---------|
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| GRNF0002 | Dungeon Accessories: 4 pillars, 2 treasure 2 gargoyle statues, gateway, altar | \$24.00 |
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| GRNF0004 | Widows Lair: huge & ugly spider, lair, victim and treasure | \$24.00 |
| GRNF0010 | Fantasy Forest | \$22.50 |
| GRNF0013 | 2 carnivorous fungi, mutant mushroom, treeman, flytrap, spore | \$49.50 |
| GRNF0014 | Pharaohs Tomb | \$33.00 |
| GRNF0015 | 15cm x 14cm tomb gateway, with 2 stone gods | \$29.50 |
| GRNF0016 | Orc Outpost | \$29.50 |
| GRNF0017 | Chief's Hut, Troopers Tent, Battlefield Banner Stand | \$36.00 |
| GRNF0018 | Norse Giant (16cm tall) | \$29.50 |
| GRNF0019 | Black Dragon | \$22.50 |
| GRNF0020 | 6 double sided single doors, 2 double doors | \$28.00 |
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| GRNF0022 | 110mm high, 120mm wingspan | \$28.00 |
| GRNF0023 | Pharaohs Crypt | \$28.00 |
| GRNF0024 | large crypt doorway, Jackal mounted crypt, sarcophagus, urns | \$26.00 |
| GRNF0025 | Goblin Torturers Chamber | \$26.00 |
| GRNF0026 | torture chair with coals, shackles, rack, chopping block, gateway | \$26.00 |
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| GRNF0028 | 6 different graves, large ruined mausoleum | \$35.00 |
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| GRNF0030 | Magicians Study | \$25.00 |
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| GRNF0033 | Bear Clan Barbarian Axemen (12 25mm figures, 4 types) | \$25.00 |
| GRNF0034 | Dwarf Goliath Warmachine | \$40.00 |
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| GRNF0037 | Skull Bridge & Skull Gateway | \$30.00 |
| GRNF0038 | Goblin Encampment (5 tents & camp fire) | \$35.00 |
| GRNF0039 | Ruined Cathedral | \$30.00 |
| GRNF0040 | (An superb, large model with 4 ruined wall sections) | \$45.00 |
| GRNF0041 | Temple of Horus | \$45.00 |
| GRNF0042 | (Egyptian - 2 walls, pillar, & statue. 150mm x 90mm) | \$40.00 |
| GRNF0043 | Egyptian Palace Entrance & 2 Obelisks | \$55.00 |
| GRNF0044 | Dwarf Garrison Stronghold | \$55.00 |
| GRNF0045 | (3 towers with removable rampart discs, & 4 walls. Great value.) | |

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| GRNF0041 | Smugglers Inn | \$35.00 |
| GRNF0042 | (Bar, barrel door, seats & table, alcove, boat.) | |
| GRNF0043 | Pits & Traps (Man trap, trap door, 1 ton weight, sprung pit, sliding door panel, Indiana stone disc pit) | \$30.00 |
| GRNF0044 | The Dungeon Stair with table & door, wall with skeletons, cell door, well, & cell interior. | \$35.00 |
| GRNF0045 | Dwarf Axemen (12 25mm figures, 4 types) | \$25.00 |
| GRNF0046 | Dwarf X-bowmen (12 25mm figures, 4 types) | \$25.00 |
| GRNF0047 | Temple of Set (2 fountains, doorway, altar, treasure) | \$35.00 |
| GRNF0048 | Barbarian Huts (2 large huts) | \$30.00 |
| GRNF0049 | Fantasy Bazaar (5 piece market) | \$35.00 |
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MITHRIL

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FASA

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ARMOR CAST

WARHAMMER 40,000 VEHICLES

For use with 25mm figure scale
Please allow 2 week delivery time
Each resin kit includes a 40K Vehicle Datafax.

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| Choose 2 weapons from: AutoC, LasC, Multi-M, Multi-L, PlasmaC. | | |
| ARMOR02 | REAPER TITAN | \$300.00 |
| Choose 3 weapons from: AutoC, LasC, Multi-M, Multi-L, PlasmaC, ChainF, PowerF, Heat Lance, Pulse Laser. | | |
| ARMOR03 | BANEBLADE TANK | \$125.00 |
| ARMOR04 | SHADOWSWORD TANK | \$125.00 |
| ARMOR05 | Baneblade/Shadowsword Modular Kit | \$175.00 |
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CITADEL

WARHAMMER 40,000

40K Boxed Armies

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| 2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines. | |
| SPACE ORK ARMY | \$295.00 |
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| ELDAR ARMY | \$295.00 |
| 2000 point army - Eldrad Ulthran, Asumen, Warlock, Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Stalking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers. | |

40K VEHICLES BOXED SETS

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(The Landraider has been dropped by Games Workshop, but we were able to sniff up some of the last of their stocks. Get your orders in quickly!)

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| C14KBB04 | BLOOD ANGEL DREADNOUGHT | \$60.00 |
| C14KBB05 | BLOOD ANGEL DEATH COMPANY | \$45.00 |

SPACE MARINES

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| C14KMM05 | SPACE MARINE CHAPLAIN (1) | \$9.00 |
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| C14KMM08 | VETERAN CAPTAIN (1) | \$9.00 |
| C14KMM09 | LEXICANTUM LIBRARIAN | \$9.00 |
| C14KMM10 | SPACE MARINE APOTHECARY | \$9.00 |
| C14KMM11 | TECHMARINE | \$9.00 |
| C14KMM12 | MARINE COMPANY STANDARD | \$9.00 |
| C14KMM13 | EPISTOLIERY LIBRARIAN | \$9.00 |



SPACE MARINE TERMINATORS (1 per blister)

| | | |
|----------|-----------------------------|---------|
| C14KMM20 | GREY KNIGHT TERMINATOR | \$9.00 |
| C14KMM21 | INQUISITOR TERMINATOR | \$9.00 |
| C14KMM22 | TERMINATOR - ASSAULT CANNON | \$9.00 |
| C14KMM23 | TERMINATOR SERGEANT | \$9.00 |
| C14KMM24 | TERMINATOR CAPTAIN | \$9.00 |
| C14KMM25 | TERMINATOR LIBRARIAN | \$9.00 |
| C14KMM26 | HEAVY FLAMER TERMINATOR | \$9.00 |
| C14KMM27 | TERMINATOR TROOPER | \$9.00 |
| C14KMM28 | LIBRARIAN TERMINATOR | \$9.00 |
| C14KMM29 | LIGHTNING CLAW TERMINATOR | \$9.00 |
| C14KMM30 | CYCLONE TERMINATOR | \$12.00 |
| C14KMM31 | THUNDERHAMMER TERMINATOR | \$9.00 |
| C14KMM32 | CHAPLAIN TERMINATOR | \$9.00 |

SPACE WOLF BOXED SETS

| | | |
|----------|------------------------|---------|
| C14KWB01 | BLOOD CLAWS SQUAD | \$45.00 |
| C14KWB02 | GREY HUNTERS PACK | \$45.00 |
| C14KWB03 | LONG FANGS SQUAD | \$45.00 |
| C14KWB04 | WOLF GUARD | \$45.00 |
| C14KWB05 | SPACE WOLF DREADNOUGHT | \$60.00 |

SPACE WOLF BLISTER PACKS

| | | |
|----------|------------------------------|---------|
| C14KWM01 | RAGNAR BLACKMANE | \$15.00 |
| C14KWM02 | ULRIK WOLF PRIEST | \$15.00 |
| C14KWM03 | NIAL STORMCALLER RUNE PRIEST | \$15.00 |
| C14KWM04 | IRON PRIEST | \$15.00 |
| C14KWM05 | GREY HUNTERS | \$15.00 |
| C14KWM06 | LONG FANGS | \$9.00 |
| C14KWM07 | BLOOD CLAWS | \$15.00 |
| C14KWM08 | WOLF GUARD TERMINATORS | \$9.00 |
| C14KWM09 | WOLF GUARD IN POWER ARMOUR | \$9.00 |
| C14KWM10 | SPACE WOLF SCOUT SERGEANTS | \$9.00 |
| C14KWM11 | SPACE WOLF TRANSFERS | \$10.00 |
| C14KWM12 | SPACE WOLF BATTLE BANNERS | \$10.00 |
| C14KWM13 | SPACE WOLF CAPTAIN | \$9.00 |

ULTRAMARINE BOXED SETS

| | | |
|----------|----------------------------|---------|
| C14KUB01 | ULTRAMARINE DEVASTATORS | \$45.00 |
| C14KUB02 | ULTRAMARINE TACTICAL SQUAD | \$45.00 |
| C14KUB03 | ULTRAMARINE ASSAULT SQUAD | \$45.00 |
| C14KUB04 | SPACE MARINE DREADNOUGHT | \$60.00 |
| C14KUB05 | SPACE MARINE TERMINATORS | \$45.00 |
| C14KUB06 | WARRIORS OF THE IMPERIUM | \$15.00 |

ULTRAMARINE BLISTER PACKS

| | | |
|----------|--------------------------------|---------|
| C14KUM01 | ULTRAMARINE TRANSFERS | \$10.00 |
| C14KUM02 | ULTRAMARINES WITH JUMP PACKS | \$9.00 |
| C14KUM03 | ULTRAMARINE BANNERS | \$10.00 |
| C14KUM04 | ULTRAMARINE CHARACTER BANNERS | \$10.00 |
| C14KUM05 | ULTRAMARINE LIBRARIAN TIGURIUS | \$15.00 |
| C14KUM06 | COMMANDER MARNEUS CALGAR | \$15.00 |
| C14KUM07 | ULTRAMARINE COMPANY TRANSFERS | \$10.00 |

BLOOD ANGEL BLISTER PACKS

| | | |
|----------|----------------------------|---------|
| C14KBM01 | BLOOD ANGELS CAPTAIN | \$9.00 |
| C14KBM02 | DEATH COMPANY MARINES | \$15.00 |
| C14KBM03 | BLOOD ANGEL TRANSFERS | \$10.00 |
| C14KBM04 | BLOOD ANGEL BATTLE BANNERS | \$10.00 |

DARK ANGEL BOXED SETS

| | | |
|----------|---------------------------|---------|
| C14KDB01 | DARK ANGEL DEATHWING | \$45.00 |
| C14KDB02 | DARK ANGEL TACTICAL SQUAD | \$45.00 |

DARK ANGEL BLISTER PACKS

| | | |
|----------|----------------------|---------|
| C14KDM02 | DEATHWING TERMINATOR | \$9.00 |
| C14KDM03 | DARK ANGEL TRANSFERS | \$10.00 |
| C14KDM01 | DARK ANGEL CAPTAIN | \$9.00 |

IMPERIAL GUARD BOXED SETS

| | | |
|----------|----------------------------|---------|
| C14KIB01 | CATACHAN JUNGLE FIGHTERS | \$40.00 |
| C14KIB02 | ROUGHRIDERS OF ATILLA | \$30.00 |
| C14KIB03 | CADIAN SHOCK TROOPS | \$40.00 |
| C14KIB04 | WARRIORS OF VALHALLA | \$40.00 |
| C14KIB05 | MORDIAN IRON GUARD | \$40.00 |
| C14KIB06 | TALLARN DESERT RAIDERS | \$40.00 |
| C14KIB07 | IMPERIAL GRIFFON TANK | \$50.00 |
| C14KIB08 | LEMAN RUSS DEMOLISHER TANK | \$60.00 |
| C14KIB09 | IMPERIAL CHIMERA | \$50.00 |

IMPERIAL GUARD

| | | |
|----------|----------------------------------|---------|
| C14KIM01 | COMMISSAR YARRICK | \$15.00 |
| C14KIM02 | OGRYNS | \$18.00 |
| C14KIM03 | IMPERIAL PSYKERS | \$9.00 |
| C14KIM04 | ARBITES CAPTAIN & GRENADIER | \$15.00 |
| C14KIM05 | ADEPTUS ARBITES W/SHOTGUNS | \$15.00 |
| C14KIM06 | ADEPTUS ARBITES W/BOLTERS | \$15.00 |
| C14KIM07 | CATACHAN JUNGLE FIGHTERS | \$15.00 |
| C14KIM08 | CATACHAN FIGHTER LIEUTENANT | \$9.00 |
| C14KIM09 | ATILLAS ROUGHRIDERS LIEUTENANT | \$9.00 |
| C14KIM10 | ATILLAS R-RIDERS STANDARD BEARER | \$9.00 |
| C14KIM11 | CADIAN SHOCK TROOPERS LIEUTENANT | \$9.00 |
| C14KIM12 | CADIAN SHOCK TROOPERS | \$15.00 |
| C14KIM13 | COMMISSARS | \$9.00 |
| C14KIM14 | ATILLAS ROUGHRIDERS | \$9.00 |
| C14KIM15 | RATLING SNIPERS | \$15.00 |
| C14KIM16 | MORDIAN IRON GUARD LIEUTENANT | \$9.00 |
| C14KIM17 | VINDICARE ASSASSIN (1) | \$12.00 |



ELDAR BOXED SETS

| | | |
|----------|--------------------------|---------|
| C14KEB01 | ELDAR AVATAR | \$30.00 |
| C14KEB02 | ELDAR WAR WALKER | \$40.00 |
| C14KEB03 | ELDAR DREADNOUGHT | \$40.00 |
| C14KEB04 | ELDAR GUARDIANS | \$27.00 |
| C14KEB05 | ELDAR JETBIKE | \$15.00 |
| C14KEB06 | ELDAR SHRIEKER JETBIKE | \$18.00 |
| C14KEB07 | WILD RIDERS OF SIAM HANN | \$60.00 |

ELDAR

| | | |
|----------|------------------|---------|
| C14KEM01 | ELDAR HARLEQUINS | \$15.00 |
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| C4KEM02 | ELDAR GUARDIANS | \$15.00 |
| C4KEM03 | ELDAR SCOUTS | \$15.00 |
| C4KEM04 | ELDAR WARLOCKS | \$9.00 |
| C4KEM05 | ELDAR WRAITHGUARD | \$15.00 |
| C4KEM06 | ANTI-GRAY WEAPON PLATFORM | \$18.00 |
| C4KEM07 | DARK REAPER ASPECT WARRIORS | \$15.00 |
| C4KEM08 | HOWLING BANSHEE ASPECT | \$15.00 |
| C4KEM09 | SWOOPING HAWK ASPECT | \$15.00 |
| C4KEM10 | FIRE DRAGON ASPECT WARRIORS | \$15.00 |
| C4KEM11 | STRIKING SCORPION ASPECTS | \$15.00 |
| C4KEM12 | DIRE AVENGER ASPECT WARRIORS | \$15.00 |
| C4KEM13 | WARP SPIDER ASPECT WARRIORS | \$15.00 |
| C4KEM14 | WARP SPIDER EXARCH | \$9.00 |
| C4KEM15 | HOWLING BANSHEE EXARCH | \$9.00 |
| C4KEM16 | STRIKING SCORPION EXARCH | \$9.00 |
| C4KEM17 | SWOOPING HAWK EXARCH | \$9.00 |
| C4KEM18 | DIRE AVENGER EXARCH | \$9.00 |
| C4KEM19 | FIRE DRAGON EXARCH | \$9.00 |
| C4KEM20 | DARK REAPER EXARCH | \$9.00 |
| C4KEM21 | FEUGAN, THE BURNING LANCE | \$15.00 |
| C4KEM22 | ASURMAN, THE HAND OF ASURMAN | \$15.00 |
| C4KEM23 | BAHARROTH, THE CRY OF THE WIND | \$15.00 |
| C4KEM24 | KARANDAS, THE SHADOW HUNTER | \$15.00 |
| C4KEM25 | ELDRAD ULTHAN; FARSEER | \$15.00 |
| C4KEM26 | JAIN ZAR, THE STORM OF SILENCE | \$15.00 |
| C4KEM27 | MAUGAN RA, THE HARVESTERS | \$15.00 |
| C4KEM28 | ELDAR RUNES / TRANSFERS | \$10.00 |
| C4KEM29 | DEATH JESTER | \$10.00 |

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| TYRANIDS | | |
| C4KTB02 | TYRANID WARRIORS (3) | \$30.00 |
| C4KTB01 | PURESTRAIN GENESTEALERS (10) | \$27.00 |
| C4KTB03 | CARNIFEX (10) | \$45.00 |
| C4KTB04 | TYRANID TERMAGANTS (10 plastic) | \$27.00 |
| C4KTB05 | HIVE TYRANT (1) | \$45.00 |
| C4KTB06 | LICTOR (1) | \$30.00 |
| C4KTM01 | TERMAGANT WITH STRANGLEWEB (3) | \$15.00 |
| C4KTM02 | BIOVORE WITH SPORE MINES (1) | \$18.00 |
| C4KTM03 | GARGOYLES (2) | \$15.00 |
| C4KTM04 | TERMAGANT WITH SPIKE RIFLE (3) | \$15.00 |
| C4KTM05 | TERMAGANT WITH FLESHBORERS (3) | \$15.00 |
| C4KTM06 | HORMAGANT (2) | \$15.00 |



EXAMPLE OF A COMPLETED HORMAGAUNT

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| SPACE ORK BOXED SETS | | |
| C4KOB03 | DA ORK DREADNOUGHT | \$60.00 |
| C4KOB04 | SNAKEBITE BOAR BOYZ | \$30.00 |
| C4KOB01 | SPACE ORK WARRIORS | \$27.00 |
| C4KOB02 | GRETCHIN | \$27.00 |
| C4KOB05 | STORMBOYZ ASSAULT SQUAD | \$45.00 |

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| SPACE ORK BLISTER PACKS | | |
| C4KOM01 | WARLORD GHAZ THRAKA | \$14.95 |
| C4KOM02 | ZODGRUD RUNTMASTER | \$14.95 |
| C4KOM03 | ORK WARBOSS | \$8.95 |
| C4KOM04 | SPACE ORKS IN MEGA-ARMOR | \$9.00 |
| C4KOM05 | SPACE ORK BOYZ | \$13.50 |
| C4KOM06 | ORK WEIRD BOYZ | \$13.50 |
| C4KOM07 | ORK MADBOYZ | \$13.50 |
| C4KOM08 | GRETCHIN | \$13.50 |
| C4KOM09 | ORK SHOKK ATTACK GUN | \$16.50 |
| C4KOM10 | ORK HEAVY WEAPON BOY | \$8.95 |
| C4KOM11 | GOFF SKARBOYZ | \$13.50 |
| C4KOM12 | GOFF NOBZ | \$8.95 |
| C4KOM13 | ORK FREEBOOTERZ | \$13.50 |
| C4KOM14 | SPACE ORK KOMMANDOS | \$13.50 |
| C4KOM15 | SNAKE BITE BOYZ | \$13.50 |
| C4KOM16 | SNAKE BITE NOBZ | \$8.95 |
| C4KOM17 | SNAKEBITE BOAR BOYZ | \$8.95 |
| C4KOM18 | SNAKE BITE BOAR BOYZ NOBZ | \$11.95 |
| C4KOM19 | SPLATTER KANNON | \$23.95 |
| C4KOM20 | SPACE ORK BANNERS | \$9.95 |
| C4KOM21 | SPACE ORK STORMBOYZ | \$9.00 |
| C4KOM22 | SPACE ORK SMASHA GUN | \$23.95 |
| C4KOM23 | TRAKTOR KANNON | \$23.95 |
| C4KOM24 | PULSA ROKKIT | \$24.00 |
| C4KOM25 | SPACE ORK TRANSFERS | \$9.95 |
| C4KOM26 | DEATHSKULL LOOTERS | \$9.00 |
| C4KOM27 | SPACE ORK WARPHEAD | \$15.00 |
| C4KOM28 | ORK ODD BOYZ | \$15.00 |

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|----------------------------|---------------------------------|---------|
| CHAOS SPACE MARINES | | |
| C4KCB01 | WORLD EATER MARINES | \$30.00 |
| C4KCM01 | CHAOS TERMINATORS | \$9.00 |
| C4KCM02 | CHAOS TERMINATOR CAPTAIN | \$9.00 |
| C4KCM03 | CHAOS TERMINATOR SERGEANT | \$9.00 |
| C4KCM04 | CHAOS TERMINATOR ASSAULT CANNON | \$9.00 |
| C4KCM05 | CHAOS TERMINATOR FLAMER | \$9.00 |
| C4KCM06 | PLAGUE MARINES | \$15.00 |
| C4KCM07 | WORLD EATER ASSAULT MARINES | \$15.00 |

WARHAMMER FANTASY BATTLE

| | | |
|--|--|-----------------|
| CITADEL HIGH ELF ARMY | | \$345.00 |
| 2000 point army - 60 pieces, including cavalry, infantry, artillery. | | |
| ORC & GOBLIN ARMY | | \$345.00 |
| 2000 point army - Grom, Skarsnik, Shamen on Wyvern, 18 Orc Boyz Mob, 15 Orz Arrer Boyz, 14 Night Goblin Mob, 3 Night Goblin Fanatics, 14 Goblin Mob, 5 Gobbo Wolf Riders, Squig Herders, 2 Gobbo Doom Divers, & banners. | | |
| UNDEAD ARMY | | \$325.00 |
| 2000 point army - Dieter, Vampire Count, 6 Undead Cavalry, 20 Skeletons, 14 Zombies, 12 Ghouls, 2 Skull Chuckers, 2 Carrion, 2 Undead Chariots, banners. | | |

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| WARHAMMER BATTLE BOXED SETS | |
| CIBWH08 | MARAUDER GIANT \$59.95 |
| CIBWH33 | FANTASY FIGHTERS \$34.95 |

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| DWARF BOXED SETS | |
| CIBWHD01 | THRONE OF POWER \$45.00 |
| CIBWHD02 | DWARF WARRIORS \$15.00 |
| CIBWHD03 | ANVIL OF DOOM \$45.00 |
| CIBWHD04 | DWARF FLAME CANNON \$45.00 |
| CIBWHD05 | GYROCOPTER \$27.00 |
| CIBWHD06 | BUGMANS BREWERS \$45.00 |

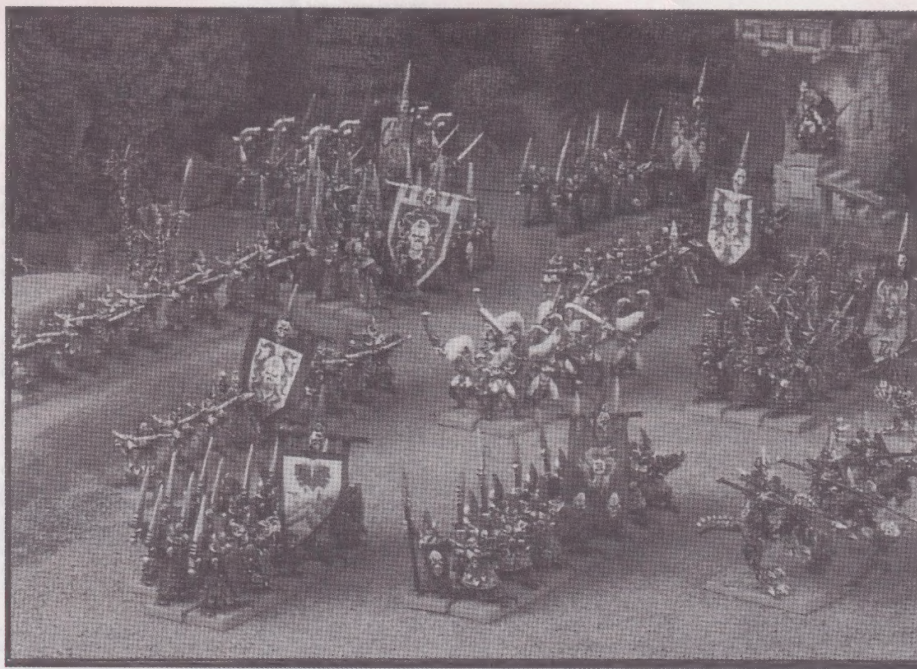
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| DWARF BLISTER PACKS | |
| CIMWHD01 | DWARF CLANSMEN \$15.00 |
| CIMWHD04 | DWARF COMMAND \$15.00 |
| CIMWHD06 | DWARF CROSSBOW \$15.00 |
| CIMWHD07 | TROLL SLAYERS \$15.00 |
| CIMWHD08 | DWARF IRONBREAKERS \$15.00 |
| CIMWHD09 | DWARF LONGBEARDS \$15.00 |
| CIMWHD10 | DWARF HAMMERS \$15.00 |
| CIMWHD11 | DWARF THUNDERERS \$15.00 |
| CIMWHD12 | GOTREK & FELIX \$15.00 |
| CIMWHD13 | DWARF KING KAZADOR \$15.00 |
| CIMWHD14 | UNGRIM IRONFIST THE SLAYER \$15.00 |
| CIMWHD15 | BUGMANS TROOPERS \$15.00 |
| CIMWHD16 | DWARF CANNONS \$24.00 |
| CIMWHD17 | BURLOCK DAMMINSON \$15.00 |
| CIMWHD18 | KRAGG THE GRIMM, RUNELORD \$15.00 |
| CIMWHD19 | DWARF MINERS \$15.00 |
| CIMWHD20 | DWARF MINER COMMAND \$15.00 |
| CIMWHD21 | DEMON SLAYER \$15.00 |
| CIMWHD22 | GIANT SLAYER \$15.00 |
| CIMWHD23 | DRAGON SLAYER \$9.00 |
| CIMWHD24 | DWARF SPEARMEN \$15.00 |
| CIMWHD25 | DWARF BOLT THROWER \$18.00 |
| CIMWHD26 | DWARF BATTLE BANNERS \$10.00 |

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| CHAOS DWARF BOXED SETS | |
| CIBWH01 | GREAT TAURUS \$45.00 |
| CIBWH02 | EARTHSHAKER CANNON \$45.00 |
| CIBWH03 | SORCERER ON LAMASSU \$45.00 |
| CIBWH04 | CHAOS DWARFS (10) \$15.00 |

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| CHAOS DWARF BLISTER PACKS | |
| CIMWH01 | CHAOS DWARF AXEMEN \$15.00 |
| CIMWH02 | CHAOS DWARF COMMAND \$15.00 |
| CIMWH03 | CHAOS DWARF BLUNDERBUSS \$15.00 |
| CIMWH04 | CHAOS DWARF BULLCENTAURS \$15.00 |
| CIMWH05 | CHAOS DWARF ROCKETLAUNCH \$18.00 |
| CIMWH06 | BULL CENTAUR STANDARD \$15.00 |
| CIMWH07 | CHAOS DWARF HEROES \$9.00 |

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|--------------------------------|-------------------------------------|
| HOBGOBLIN BLISTER PACKS | |
| CIMWHH01 | HOBGOBLIN WARRIORS \$15.00 |
| CIMWHH02 | HOBGOBLIN ARCHERS \$15.00 |
| CIMWHH03 | HOBGOBLIN COMMAND \$15.00 |
| CIMWHH04 | HOBGOBLIN WOLF RIDER \$9.00 |
| CIMWHH05 | HOBGOBLIN WOLF RIDER COMMAND \$9.00 |
| CIMWHH06 | HOBGOBLIN SNEAKY GITS \$15.00 |
| CIMWHH07 | HOBGOBLIN BOLT THROWER \$18.00 |
| CIMWHH08 | MOUNTED HOBGOBLIN HERO \$12.00 |

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| DARK ELVES | |
| C1WHD01 | BEASTLORD RAKARTH ON BLACK DRAGON \$60.00 |



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| C1WHD02 | DARK ELF COLD ONE KNIGHT (1) | \$12.00 |
| C1WHD03 | DARK ELF COLD ONE STANDARD BEARERS | \$15.00 |
| C1WHD04 | DARK ELF COLD ONE KNIGHT CHAMPIONS | \$15.00 |
| C1WHD05 | DARK ELF COLD ONE KNIGHTS (3) | \$35.00 |
| C1WHD06 | DARK ELVES (10 plastic) | \$15.00 |
| C1WHD07 | DARK ELF BANNERS | \$10.00 |
| C1WHD08 | DARK ELF TRANSFERS | \$10.00 |
| C1WHD09 | DARK ELF STANDARDS | \$10.00 |
| C1WHD10 | DARK ELF CORSAIRS | \$15.00 |
| C1WHD11 | BLACK GUARD OF NAGGAROTH | \$15.00 |
| C1WHD12 | DARK ELF WITCH ELVES | \$15.00 |
| C1WHD13 | DARK ELF COMMAND GROUP | \$15.00 |

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|--------------------------|-----------------------------------|
| EMPIRE BOXED SETS | |
| C1WHB01 | EMPIRE WAR WAGON \$60.00 |
| C1WHB02 | IMPERIAL STEAM TANK \$45.00 |
| C1WHB03 | HEROES OF THE EMPIRE \$45.00 |
| C1WHB04 | ELECTOR COUNTS \$45.00 |
| C1WHB05 | EMPIRE HALBERDIERS \$15.00 |
| C1WHB06 | IMPERIAL PEGASUS \$45.00 |
| C1WHB07 | EMPEROR ON DEATHCLAW \$45.00 |
| C1WHB08 | KNIGHTS OF THE WHITE WOLF \$30.00 |
| C1WHB09 | KNIGHTS PANTHER \$30.00 |
| C1WHB10 | IMPERIAL WAR ALTAR \$45.00 |

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| EMPIRE CAVALRY BLISTER PACKS | |
| CIMWHI02 | KISLEV HORSE ARCHERS \$9.00 |
| CIMWHI03 | KISLEV HORSE ARCHER CMD \$9.00 |
| CIMWHI04 | KISLEV WINGED LANCERS CMD \$9.00 |
| CIMWHI05 | KISLEV WINGED LANCER \$9.00 |
| CIMWHI06 | ICE QUEEN OF KISLEV \$9.00 |
| CIMWHI09 | KNIGHTS OF THE WHITE WOLF \$9.00 |
| CIMWHI10 | GRANDMASTER WHITEWOLF \$9.00 |
| CIMWHI11 | KNIGHTS PANTHER \$9.00 |
| CIMWHI13 | GRANDMASTER KNIGHT PANTHER \$9.00 |
| CIMWHI14 | REIKSGARD KNIGHTS \$9.00 |
| CIMWHI15 | IMPERIAL OUTRIDERS \$9.00 |
| CIMWHI29 | IMPERIAL PISTOLIERS \$9.00 |
| CIMWHI18 | KNIGHT OF THE BLAZING SUN \$9.00 |
| CIMWHI19 | GRANDMASTER BLAZING SUN \$9.00 |

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| EMPIRE FOOT TROOP BLISTER PACKS | |
| CIMWHI20 | IMPERIAL MORTAR \$18.00 |
| CIMWHI21 | IMPERIAL GREATSWORDS \$15.00 |
| CIMWHI23 | IMPERIAL HALFLING TROOPS \$15.00 |
| CIMWHI24 | HALFLING HOT POT CATAPULT \$15.00 |
| CIMWHI25 | IMPERIAL VOLLEY GUN \$24.00 |
| CIMWHI26 | IMPERIAL FOOT SOLDIERS \$15.00 |
| CIMWHI27 | IMPERIAL COMMAND GROUP \$15.00 |
| CIMWHI28 | IMPERIAL ARCHERS \$15.00 |
| CIMWHI30 | IMPERIAL HANDGUNNERS \$15.00 |
| CIMWHI31 | IMPERIAL HALBERDIERS \$15.00 |
| CIMWHI32 | IMPERIAL GREAT CANNON \$24.00 |
| CIMWHI33 | IMPERIAL REIKSGARD \$15.00 |
| CIMWHI34 | TILEAN CROSSBOWMEN \$15.00 |
| CIMWHI35 | FLAGELLANTS \$15.00 |
| C1WHIM39 | BORIS TODBRINGER \$15.00 |
| C1WHIM40 | ALDEBRAND LUDENHOF \$15.00 |
| C1WHIM41 | REIKSMARSHALL KURT HELBORG \$15.00 |
| C1WHIM42 | PATRIARCH OF THE COLLEGES OF MAGIC \$15.00 |
| C1WHIM43 | LUDWIG SCHWARZHELM \$15.00 |

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| BATTLE WIZARDS | |
| CIMWHW02 | GREY BATTLE WIZARD \$7.50 |
| CIMWHW03 | GOLDEN BATTLE WIZARD \$7.50 |
| CIMWHW04 | CELESTIAL BATTLE WIZARD \$7.50 |
| CIMWHW05 | BRIGHT BATTLE WIZARD \$7.50 |
| CIMWHW06 | LIGHT BATTLE WIZARD \$7.50 |
| CIMWHW07 | AMBER BATTLE WIZARD \$7.50 |
| CIMWHW08 | AMETHYST BATTLE WIZARD \$7.50 |
| CIMWHW09 | JADE BATTLE WIZARD \$7.50 |
| CIMWHW11 | MTD JADE BATTLE WIZARD \$8.95 |
| CIMWHW12 | MTD AMETHYST BATTLE \$8.95 |
| CIMWHW13 | MTD LIGHT BATTLE WIZARD \$8.95 |
| CIMWHW14 | MTD AMBER BATTLE WIZARD \$8.95 |
| CIMWHW15 | MTD GREY BATTLE WIZARD \$8.95 |
| CIMWHW16 | MTD BRIGHT BATTLE WIZARD \$8.95 |
| CIMWHW17 | MTD CELESTIAL BAT WIZARD \$8.95 |
| CIMWHW18 | MTD GOLD BATTLE WIZARD \$8.95 |
| CIMWHW19 | ACOLYTES OF THE LIGHT COLLEGE \$8.95 |

SHIELD PACKS

| | | |
|-------|---------------------------|--------|
| CZS01 | HIGH ELF PLAIN SHIELDS | \$4.50 |
| CZS02 | GOBLIN PLAIN SHIELDS | \$4.50 |
| CZS03 | ORC PLAIN SHIELDS | \$4.50 |
| CZS04 | FIGHTER PLAIN SHIELDS | \$4.50 |
| CZS05 | ORC DETAILED SHIELDS | \$4.50 |
| CZS06 | DWARF DETAILED SHIELDS | \$4.50 |
| CZS07 | FIGHTER DETAILED SHIELDS | \$4.50 |
| CZS08 | UNDEAD SHIELDS | \$4.50 |
| CZS09 | DARK ELF DETAILED SHIELDS | \$4.50 |
| CZS10 | CHAOS DETAILED SHIELDS | \$4.50 |
| CZS11 | EMPIRE DETAILED SHIELDS | \$4.50 |

HIGH ELF BOXED SETS

| | | |
|----------|---------------------------|---------|
| CIBWHE01 | DRAGON LORD | \$60.00 |
| CIBWHE02 | SILVER HELMS | \$30.00 |
| CIBWHE03 | HIGH ELF WAR GRIFFON | \$45.00 |
| CIBWHE04 | HIGH ELF WARRIORS | \$15.00 |
| CIBWHE05 | HIGH ELF BATTLE CHARIOT | \$30.00 |
| CIBWHE06 | HIGH ELF PEGASUS RIDER | \$45.00 |
| CIBWHE07 | REAPER KNIGHTS | \$30.00 |
| CIBWHE08 | DRAGON PRINCES OF CALEDOR | \$30.00 |

HIGH ELF BLISTER PACKS

| | | |
|----------|------------------------------|---------|
| CIMWHE01 | HIGH ELF SPEARMEN | \$15.00 |
| CIMWHE02 | HIGH ELF COMMAND GROUP | \$15.00 |
| CIMWHE03 | HIGH ELF BOWMAN | \$15.00 |
| CIMWHE04 | HIGH ELF SILVER HELMS | \$9.00 |
| CIMWHE05 | SILVER HELMS CAPTAIN | \$9.00 |
| CIMWHE06 | SILVER HELMS STANDARD BEARER | \$9.00 |
| CIMWHE07 | REPEATER BOLT THROWER | \$18.00 |
| CIMWHE08 | TECLIS HIGH ELF MAGE | \$15.00 |
| CIMWHE09 | TYRION HIGH ELF PRINCE | \$18.00 |
| CIMWHE10 | HIGH ELF PHOENIX GUARD | \$15.00 |
| CIMWHE11 | SWORDMASTERS OF HOETH | \$15.00 |
| CIMWHE12 | HIGH ELF SHADOW WARRIORS | \$15.00 |
| CIMWHE13 | WHITE LIONS OF CHIRAC | \$15.00 |
| CIMWHE14 | HIGH ELF WAR BANNERS | \$10.00 |
| CIMWHE15 | REAPER KNIGHT HEROES | \$9.00 |
| CIMWHE16 | DRAGON PRINCE HEROES | \$12.00 |
| CIMWHE17 | HIGH ELF DRAGON PRINCE | \$12.00 |
| CIMWHE18 | HIGH ELF REAPER KNIGHT | \$9.00 |

WOOD ELF BLISTER PACKS

| | | |
|----------|------------------------|---------|
| CIMWHE01 | WOOD ELF COMMAND GROUP | \$15.00 |
| CIMWHE02 | WOOD ELF WARRIORS | \$15.00 |
| CIMWHE03 | TREEMAN | \$30.00 |
| CIMWHE04 | WOOD ELF WARDANCERS | \$15.00 |

SKAVEN BOXED SETS

| | | |
|----------|-----------------|---------|
| CIBWHS01 | SCREAMING BELL | \$45.00 |
| CIBWHS02 | SKAVEN WARRIORS | \$15.00 |
| CIBWHS03 | DOOM WHEEL | \$45.00 |
| CIBWHS04 | VERMIN LORD | \$35.00 |

SKAVEN BLISTER PACKS

| | | |
|----------|----------------------------|---------|
| CIMWHS01 | SKAVEN CLANRATS | \$15.00 |
| CIMWHS02 | SKAVEN COMMAND GROUP | \$15.00 |
| CIMWHS03 | PLAGUE MONK COMMAND | \$15.00 |
| CIMWHS04 | SKAVEN SLAVES | \$15.00 |
| CIMWHS05 | SKAVEN WARP FIRE THROWERS | \$15.00 |
| CIMWHS06 | SKAVEN JEZZAIL | \$15.00 |
| CIMWHS07 | STORMVERMIN | \$15.00 |
| CIMWHS08 | PLAGUE MONKS | \$15.00 |
| CIMWHS09 | PLAGUE CENSOR BEARERS | \$15.00 |
| CIMWHS10 | GUTTER RUNNERS | \$15.00 |
| CIMWHS11 | POISON WIND GLOBADIERS | \$9.00 |
| CIMWHS12 | RAT OGRES | \$18.00 |
| CIMWHS13 | CLAN MOULDER PACK MASTERS | \$15.00 |
| CIMWHS14 | DEATH LORD SNIKCH | \$15.00 |
| CIMWHS15 | SKAVEN LORD SKROLK | \$15.00 |
| CIMWHS16 | GREY SEER THANQUOL | \$15.00 |
| CIMWHS17 | WARLORD QUEEK | \$15.00 |
| CIMWHS18 | IKIT CLAW CHIEF WARLOCK | \$15.00 |
| CIMWHS19 | BONERIPPER MUTANT RAT OGRE | \$21.00 |
| CIMWHS20 | SKAVEN RAT SWARMS | \$15.00 |
| CIMWHS21 | SKAVEN WARP FIRE THROWER | \$15.00 |

MONSTER BLISTER PACKS

| | | |
|----------|--------------|---------|
| CIMWMM01 | GIANT OGRES | \$18.00 |
| CIMWMM02 | RIVER TROLLS | \$21.00 |
| CIMWMM03 | STONE TROLLS | \$21.00 |

GOBLIN BOXED SETS

| | | |
|----------|--------------------|---------|
| CIBWHG01 | GOBLIN WARRIORS | \$15.00 |
| CIBWHG02 | GOBLIN WOLF RIDERS | \$30.00 |
| CIBWHG03 | GROM'S WAR CHARIOT | \$45.00 |

GOBLIN BLISTER PACKS

| | | |
|----------|----------------------------|---------|
| CIMWHG01 | NIGHT GOBLINS | \$15.00 |
| CIMWHG02 | NIGHT GOBLIN COMMAND | \$15.00 |
| CIMWHG03 | NIGHT GOBLIN FANATIC | \$15.00 |
| CIMWHG04 | GOBLINS | \$15.00 |
| CIMWHG05 | BAT WINGED LOONIES | \$9.00 |
| CIMWHG06 | NIGHT GOBLIN NET TEAMS | \$15.00 |
| CIMWHG07 | NIGHT GOBLIN SQUIG HERDERS | \$15.00 |
| CIMWHG08 | FOREST GOBLINS | \$15.00 |
| CIMWHG09 | FOREST GOBLIN COMMAND | \$15.00 |
| CIMWHG10 | FOREST GOBLIN SPIDER RIDER | \$9.00 |
| CIMWHG11 | GOBLIN SPIDER RIDER HEROES | \$15.00 |
| CIMWHG12 | GOBLIN WOLF BOYZ | \$9.00 |
| CIMWHG13 | GOBLIN SQUIG HOPPERS | \$9.00 |
| CIMWHG14 | GOBLIN BATTLE BANNERS | \$10.00 |
| CIMWHG15 | SKARSNIK & GOBBLER | \$18.00 |

ORC BOXED SETS

| | | |
|----------|-------------------------|---------|
| CIBWHO01 | ROCK LOBBER | \$45.00 |
| CIBWHO02 | ORC WAR WYVERN & SHAMAN | \$60.00 |
| CIBWHO03 | ORC WARRIORS | \$15.00 |
| CIBWHO04 | BLACK ORCS (10) | \$15.00 |
| CIBWHO05 | MARAUDER GIANT | \$60.00 |

ORCS

| | | |
|----------|-----------------------|---------|
| CIMWHO01 | SAVAGE ORC BOYS | \$15.00 |
| CIMWHO02 | SAVAGE ORC ARRRR BOYZ | \$15.00 |
| CIMWHO03 | ORC BOYZ | \$15.00 |
| CIMWHO04 | ORC BIG UNS | \$15.00 |
| CIMWHO05 | ORC COMMAND GROUP | \$15.00 |
| CIMWHO06 | GORFANG ROTGUT | \$15.00 |
| CIMWHO07 | SAVAGE ORC COM. GRP | \$15.00 |
| CIMWHO08 | BOLT THROWER | \$21.00 |

| | | |
|----------|---------------------------|---------|
| CIMWHO09 | ORC ARRRR BOYZ | \$15.00 |
| CIMWHO10 | ORC BATTLE BANNERS | \$10.00 |
| CIMWHO11 | BLACK ORCS | \$15.00 |
| CIMWHO12 | BLACK ORC COMMAND GROUP | \$15.00 |
| CIMWHO13 | Savage ORC BOAR BOYZ | \$9.00 |
| CIMWHO14 | Savage ORC BOAR BOYZ CMND | \$9.00 |
| CIMWHO15 | MORGLUM NECKSNAPPER | \$18.00 |
| CIMWHO16 | Savage ORC SHAMAN | \$9.00 |
| CIMWHO17 | SNOTLINGS | \$15.00 |

UNDEAD BOXED SETS

| | | |
|----------|--------------------------|---------|
| CIBWHU01 | NAGASH | \$30.00 |
| CIBWHU02 | ZOMBIE DRAGON | \$45.00 |
| CIBWHU03 | LICHE KING'S CHARIOT | \$45.00 |
| CIBWHU04 | SKELETON WARRIORS | \$15.00 |
| CIBWHU05 | NECROMANCER ON MANTICORE | \$45.00 |
| CIBWHU06 | SKELETON HORSEMAN | \$15.00 |
| CIBWHU07 | UNDEAD CHARIOT | \$15.00 |

UNDEAD BLISTER PACKS

| | | |
|----------|-------------------------------|---------|
| CIMWHU02 | SKELETON WARRIORS | \$15.00 |
| CIMWHU03 | SKELETON COMMAND GROUP | \$15.00 |
| CIMWHU06 | GHOULS | \$15.00 |
| CIMWHU09 | SKELETON CAVALRY | \$9.00 |
| CIMWHU10 | SKULL CHUCKER | \$18.00 |
| CIMWHU11 | ZOMBIES | \$15.00 |
| CIMWHU12 | ZOMBIE COMMAND GROUP | \$15.00 |
| CIMWHU13 | MUMMIES | \$15.00 |
| CIMWHU15 | CARRION | \$21.00 |
| CIMWHU18 | WIGHTS | \$15.00 |
| CIMWHU19 | VAMPIRE LORD | \$9.00 |
| CIMWHU20 | UNDEAD BATTLE BANNERS | \$10.00 |
| CIMWHU21 | NECROMANCER | \$9.00 |
| CIMWHU23 | WRAITHS | \$15.00 |
| CIMWHU25 | UNDEAD CHARACTERS | \$15.00 |
| CIMWHS06 | MOUNTED NECROMANCER | \$11.95 |
| CIMWHS13 | ISABELLA VON CARSTEIN | \$15.00 |
| CIMWHS14 | COUNT VLAD VON CARSTEIN | \$15.00 |
| CIMWHS15 | HEINRICH KEMMLER, LICHEMASTER | \$15.00 |
| CIMWHS19 | UNDEAD GHOST | \$9.00 |
| CIMWHS20 | UNDEAD LORD KRELL | \$15.00 |

DETAILED SHIELD PACKS

| | | |
|---------|----------------------------|--------|
| CIBSH01 | DWARF SHIELDS -DETAILED | \$4.50 |
| CIBSH03 | UNDEAD SHIELDS -DETAILED | \$4.50 |
| CIBSH04 | FIGHTER SHIELDS -DETAILED | \$4.50 |
| CIBSH05 | DARK ELF SHIELDS -DETAILED | \$4.50 |
| CIBSH06 | CHAOS SHIELDS -DETAILED | \$4.50 |
| CIBSH07 | ORC SHIELDS -DETAILED | \$4.50 |
| CIBSH08 | EMPIRE SHIELDS -DETAILED | \$4.50 |



REALM OF CHAOS BLISTER PACKS

| | | |
|---------|-------------------|---------|
| CIMRC01 | WARRIORS OF CHAOS | \$15.00 |
| CIMRC02 | CHAOS BEASTMEN | \$15.00 |
| CIMRC03 | BEASTMEN COMMAND | \$15.00 |

| | | |
|---------|------------------------|---------|
| CIMRC34 | BEASTMEN SHAMAN | \$9.00 |
| CIMRC10 | CHAOS TRANSFERS | \$10.00 |
| CIMRC31 | CHAOS SORCERERS | \$9.00 |
| CIMRC35 | CHAOS KNIGHT HEROES | \$12.00 |
| CIMRC36 | CHAOS DRAGON OGRES (1) | \$27.00 |
| CIMRC10 | MOUNTED CHAOS KNIGHT | \$12.00 |

REALM OF CHAOS BOXED SETS

| | | |
|---------|-----------------------------|---------|
| CIBRC01 | CHAOS KNIGHTS (3) | \$30.00 |
| CIBRC02 | CHAOS BEASTMEN (10 PLASTIC) | \$15.00 |
| CIBRC03 | CHAOS WARRIORS (10) | \$15.00 |
| CIBRC04 | ARBAAL THE UNDEFEATED | \$35.00 |

KHORN ARMY

| | | |
|----------|------------------------|---------|
| CIMRC07 | CHAMPIONS OF KHORNE | \$15.00 |
| CIMRC12 | GREATER DAEMON KHORNE | \$24.00 |
| CIMRC23 | FLESH HOUNDS OF KHORNE | \$9.00 |
| CIMRC27 | JUGGERNAUT OF KHORNE | \$18.00 |
| CIMRCBK | BLOODLETTERS OF KHORNE | \$9.00 |
| CIMRCM25 | SCYLLA CHAOS SPAWN | \$15.00 |

SLAANESH ARMY

| | | |
|---------|------------------------------|---------|
| CIMRC04 | CHAMPIONS OF SLAANESH | \$15.00 |
| CIMRC14 | GREATER DAEMON SLAANESH | \$24.00 |
| CIMRC25 | FIENDS OF SLAANESH | \$10.00 |
| CIMRCDS | DAEMONETTES ON STEEDS OF SLN | \$18.00 |
| CIMRCDA | DAEMONETTES OF SLAANESH | \$9.00 |

TZEENTCH ARMY

| | | |
|----------|-------------------------|---------|
| CIMRC05 | CHAMPIONS OF TZEENTCH | \$15.00 |
| CIMRC13 | GREATER DAEMON TZEENTCH | \$24.00 |
| CIMRC20 | PINK/BLUE HORRORS | \$15.00 |
| CIMRC24 | FLAMERS OF TZEENTCH | \$9.00 |
| CIMRC30 | FLYING DISC TZEENTCH | \$12.00 |
| CIMRCM45 | AEKOLD HELLBRASS | \$15.00 |

NURGLE ARMY

| | | |
|---------|-------------------------|---------|
| CIMRC06 | CHAMPIONS OF NURGLE | \$15.00 |
| CIMRC15 | GREATER DAEMON NURGLE | \$24.00 |
| CIMRC17 | PLAGUEBEARERS OF NURGLE | \$15.00 |
| CIMRC22 | NURGLINGS | \$15.00 |
| CIMRC26 | BEAST OF NURGLE | \$15.00 |

EPIC SPACE MARINE

EPIC BOXED SETS

| | | |
|---------|-------------------------|---------|
| CIBSM01 | SPACE MARINE LEGION | \$24.00 |
| CIBSM02 | LANDRAIDERS | \$24.00 |
| CIBSM03 | SPACE MARINE TACTICAL | \$24.00 |
| CIBSM04 | ORK HORDE | \$24.00 |
| CIBSM05 | ORK INVASION | \$24.00 |
| CIBSM06 | CHAOS HORDE | \$24.00 |
| CIBSM07 | ELDAR LEGION | \$24.00 |
| CIBSM08 | ELDAR WAR HOST | \$24.00 |
| CIBSM09 | IMPERIAL GUARD | \$24.00 |
| CIBSM10 | SQUAT WARRIORS | \$24.00 |
| CIBSM11 | STOMPERS | \$24.00 |
| CIBSM12 | CHAOS TITAN OF KHORNE | \$30.00 |
| CIBSM13 | STORMBLADE COMPANY | \$45.00 |
| CIBSM14 | SQUAT CYCLOPS | \$30.00 |
| CIBSM15 | ORK GARGANT | \$45.00 |
| CIBSM16 | IMPERATOR TITAN | \$45.00 |
| CIEB26 | MEGA GARGANT (1) | \$40.00 |
| CIBSMWT | ELDAR WARLOCK TITAN | \$30.00 |
| CIEB17 | ELDAR PHANTOM TITAN | \$30.00 |
| CIBSM1W | IMPERIAL WARHOUND TITAN | \$30.00 |
| CIEB28 | IMPERIAL WARLORD TITAN | \$30.00 |

CHAOS

| | | |
|---------|-------------------------------|---------|
| CIMEC02 | DAEMONS OF NURGLE | \$15.00 |
| CIMEC03 | DAEMONS OF KHORNE | \$15.00 |
| CIMEC04 | DAEMONS OF TZEENTCH | \$15.00 |
| CIMEC05 | DAEMONS OF SLAANESH | \$15.00 |
| CIMEC06 | BRASS SCORPION | \$9.00 |
| CIMEC09 | TOWER OF SKULLS | \$9.00 |
| CIMEC10 | CAULDRON OF BLOOD | \$9.00 |
| CIMEC11 | DEATHDEALER | \$9.00 |
| CIMEC09 | DOOMBLASTER | \$9.00 |
| CIECM10 | TZEENTCH FIRE LORD | \$15.00 |
| CIMEC18 | BLOODREAPER | \$9.00 |
| CIECM12 | GREATER DAEMON OF KHORNE | \$9.00 |
| CIECM13 | GREATER DAEMON OF TZEENTCH | \$9.00 |
| CIECM14 | GREATER DAEMON OF NURGLE | \$9.00 |
| CIECM15 | GREATER DAEMON OF SLAANESH | \$9.00 |
| CIECM16 | MORTARIAN DAEMON PRIMARCH | \$9.00 |
| CIECM17 | FULGRIM DAEMON PRIMARCH | \$9.00 |
| CIECM18 | ANGRON DAEMON PRIMARCH | \$9.00 |
| CIECM19 | MAGNUS DAEMON PRIMARCH | \$9.00 |
| CIECM20 | SILVER TOWERS TZEENTCH | \$15.00 |
| CIECM21 | DOOMWING | \$15.00 |
| CIECM17 | FULGRIM: PRIMARCH OF SLAANESH | \$9.00 |
| CIECM19 | MAGNUS: PRIMARCH OF TZEENTCH | \$9.00 |
| CIECM20 | NURGLE PLAGUE TOWER | \$24.00 |
| CIECM21 | CHAOS CONTAGION | \$15.00 |
| CIECM22 | SLAANESH HELL KNIGHT | \$12.00 |

TYRANID

| | | |
|---------|------------------------------|---------|
| CIEB27 | TYRANID SWARM BOXED SET | \$24.00 |
| CIEB28 | TYRANID HIEROPHANT BIO-TITAN | \$39.00 |
| CIEB29 | TYRANID HIERODULE BIO-TITAN | \$30.00 |
| CIECM01 | TYRANID MALEFACTOR | \$15.00 |
| CIECM02 | TYRANID HIVE TYRANT | \$15.00 |
| CIECM03 | TYRANID TRYGON | \$15.00 |
| CIECM04 | TYRANID EXOCRINE | \$15.00 |
| CIECM05 | TYRANID DOMINATRIX | \$24.00 |
| CIECM06 | TYRANID CARNIFEX | \$15.00 |
| CIECM07 | TYRANID HARUSPEX | \$15.00 |

ELDAR

| | | |
|---------|---------------------|---------|
| CIMEE05 | TEMPEST | \$15.00 |
| CIMEE06 | WAVE SERPENT | \$15.00 |
| CIMEE07 | WARP HUNTER | \$15.00 |
| CIMEE08 | DEATHSTALKER | \$15.00 |
| CIMEE09 | DOOMWEAVER (2) | \$15.00 |
| CIMEE10 | WAR WALKERS | \$15.00 |
| CIMEE11 | ELDAR FIRESTORM (2) | \$15.00 |
| CIMEE12 | ELDAR SCOUT TITAN | \$30.00 |
| CIEEM14 | ELDAR AVATAR | \$9.00 |
| CIEEM15 | ELDAR SCOUT TITAN | \$30.00 |



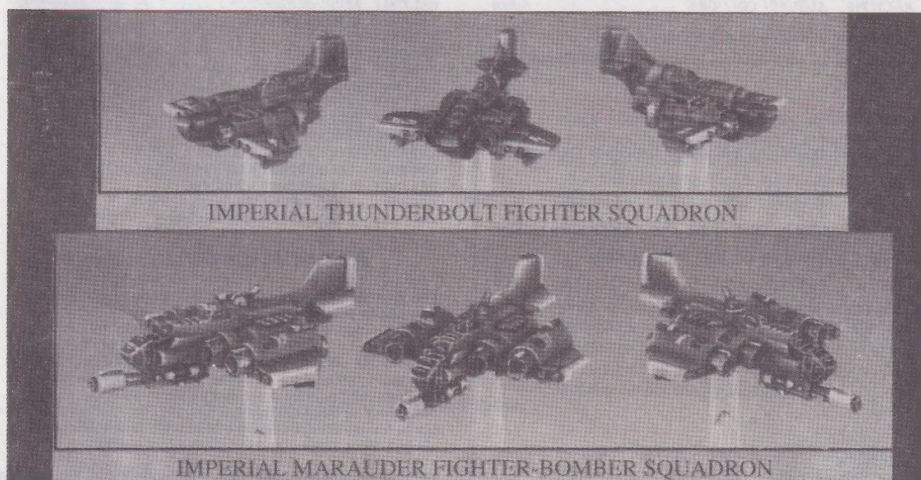
| IMPERIAL | | |
|----------|-----------------------------|---------|
| CIMEI01 | REAPER TITAN | \$30.00 |
| CIMEI02 | WARHOUND TITANS | \$30.00 |
| CIMEI04 | LEMAN RUSS | \$15.50 |
| CIMEI05 | PREDATOR | \$15.50 |
| CIMEI06 | GORGON | \$15.50 |
| CIMEI07 | VINDICATOR | \$15.50 |
| CIMEI11 | HELLHOUND FIRE THROWER | \$15.50 |
| CIMEI13 | BANE BLADE | \$15.50 |
| CIMEI14 | SHADOWSWORD | \$15.50 |
| CIMEI15 | STORMHAMMER | \$15.50 |
| CIMEI17 | BASILISK | \$15.95 |
| CIMEI18 | MANTICORE | \$15.95 |
| CIMEI19 | WHIRLWIND | \$15.50 |
| CIMEI20 | BOMBARD | \$15.50 |
| CIMEI21 | DEATHSTRIKE LAUNCHER | \$15.50 |
| CIMEI23 | DROP PODS | \$15.50 |
| CIMEI24 | TERMITES | \$15.50 |
| CIMEI25 | IMPERIAL MOLE | \$15.50 |
| CIMEI33 | EPIC SPACE MARINE TRANSFERS | \$10.00 |
| CIMEI34 | EPIC IMPERIAL TRANSFERS | \$10.00 |
| CIEIM18 | THUNDERHAWK GUNSHIP | \$15.00 |
| CIEIMBP | KNIGHT PALADINS (7 plastic) | \$24.00 |
| CIEIM21 | IMPERIAL HYDRA | \$15.00 |
| CIEIM22 | IMPERIAL RAZORBACKS | \$15.00 |
| CIEIM23 | IMPERIAL KNIGHT ERRANTS | \$15.00 |
| CIEIM24 | KNIGHT CRUSADERS | \$15.00 |
| CIEIM25 | KNIGHT LANCERS | \$15.00 |
| CIEIM26 | KNIGHTS CASTELLAN | \$15.00 |
| CIEIM27 | KNIGHTS PALADIN | \$15.00 |
| CIEIM28 | COMMAND KNIGHT PALADIN | \$15.00 |
| CIEIM29 | COMMAND KNIGHT ERRANT | \$15.00 |
| CIEIM30 | COMMAND KNIGHT LANCER | \$15.00 |
| CIEIM31 | KNIGHT BARON | \$15.00 |
| CIEIM32 | IMPERIAL CHIMERAX TANK | \$15.00 |
| CIEIM33 | IMPERIAL CHIMEDON TANK | \$15.00 |
| CIEIM34 | IMPERIAL CHIMERRO TANK | \$15.00 |
| CIEIM36 | IMPERIAL THUNDERBOLT | \$12.00 |

| | | |
|---------|------------------------|---------|
| CIMEO09 | BOWELBURNA | \$15.00 |
| CIMEO10 | GOBSMASHA | \$15.00 |
| CIMEO11 | SPLEENREDA | \$15.00 |
| CIMEO13 | BRAINCRUSHA | \$15.00 |
| CIMEO14 | GUTRIPPA | \$15.00 |
| CIMEO15 | BONECRUNCHA | \$15.00 |
| CIMEO16 | BONEBREAKA | \$15.00 |
| CIMEO18 | WEIRDBOY TOWER | \$9.00 |
| CIMEO20 | HOPSLAT | \$9.00 |
| CIEOM19 | WARTRACK | \$15.00 |
| CIMEO21 | SCORCHER | \$9.00 |
| CIMEO23 | SQUIGOTH | \$15.00 |
| CIMEO24 | SQUIG CATAPULTS | \$15.00 |
| CIMEO25 | PULSA ROKKITS | \$12.00 |
| CIMEO26 | MEKBOY SPEEDSTA'S | \$15.00 |
| CIEOM10 | BRAINCRUSHAS | \$15.00 |
| CIEOM18 | DOOMDIVER MAGNA CANNON | \$9.00 |

| SQUATS | | |
|---------|--------------------------|---------|
| CIESM01 | LEVIATHAN | \$21.00 |
| CIESM02 | SQUAT GYROCOPTER | \$15.00 |
| CIESM03 | GOLIATH MEGA CANNON | \$15.00 |
| CIESM04 | OVERLORD AIRSHIP | \$15.00 |
| CIESM05 | COLOSSUS | \$24.00 |
| CIESM06 | SQUAT THUNDERFIRE CANNON | \$15.00 |

BLOOD BOWL

| BLOOD BOWL BOXED SETS | | |
|-----------------------|-----------------------------|---------|
| CIBBB01 | ORKLAND RAIDERS | \$45.00 |
| CIBBB02 | NAGGAROTH NIGHTMARES | \$45.00 |
| CIBBB03 | CHAMPIONS OF DEATH | \$45.00 |
| CIBBB04 | SKAVENBLIGHT SCRAMBLER | \$45.00 |
| CIBBB06 | THE GRUDGE BEARERS | \$45.00 |
| CIBBB07 | GALADRIETH GLADIATORS | \$45.00 |
| CIBBB08 | ATHERLORN AVENGERS Wood Elf | \$45.00 |
| CIBBBCA | CHAOS ALL STARS (11) | \$45.00 |



CIEIM37 IMPERIAL MARAUDER \$15.00

CIBBB09 ZHARR-NAGGRUND ZIGGURATS \$45.00

| BLOOD BOWL BLISTER PACKS | | |
|--------------------------|--------------------|---------|
| CIMBB01 | HALFLINGS (4) | \$15.00 |
| CIMBB02 | SKAVEN MUTANTS (4) | \$15.00 |

| BLOOD BOWL STAR PLAYER PACKS | | |
|------------------------------|------------------|--------|
| CIMBB01 | NOBBLA BLACKWORT | \$9.00 |

| ORKS | | |
|---------|----------------|---------|
| CIMEO02 | SLASHA GARGANT | \$30.00 |
| CIMEO03 | MEKBOY GARGANT | \$30.00 |
| CIMEO05 | GIBLET GRINDA | \$15.00 |
| CIMEO06 | SKULL HAMMA | \$15.00 |
| CIMEO08 | LUNGBURSTA | \$15.00 |

| | | |
|---------|------------------------------|---------|
| CIMBB02 | SCRAPPA SOREHEAD | \$9.00 |
| CIMBB03 | GRIFF OBERWALD | \$9.00 |
| CIMBB04 | MORGTH N'HTHROG -OGRE | \$18.00 |
| CIMBB05 | THE MIGHTY ZUG | \$9.00 |
| CIMBB06 | FUNGUS THE LOON | \$9.00 |
| CIMBB07 | BOMMER DRIBBLESNOT | \$9.00 |
| CIMBB08 | RIPPER BOLGROT -TROLL | \$24.00 |
| CIMBB09 | VARAG GHOUL CHEWER | \$9.00 |
| CIMBB10 | BLOCKING DICE | \$4.50 |
| CIMBB11 | HEADSPLITTER - RATOGRE | \$18.00 |
| CIMBB12 | PRINCE MORANIAN -HIGH ELF | \$9.00 |
| CIMBB13 | GRIM IRONJAW - DWARF | \$9.00 |
| CIMBB20 | JORDELL FRESHBREEZE | \$9.00 |
| CIMBB21 | GNASHRAK BLACK HOOF MINOTAUR | \$24.00 |
| CIMBBB0 | BORAK THE DESPOILER Chaos | \$9.00 |
| CIBBM21 | HAKFLEMM SKUTTLESPIKE | \$9.00 |
| CIBBM22 | HFNARK THE UNSTOPPABLE | \$15.00 |
| CIBBM23 | DWARF DEATH ROLLER | \$24.00 |
| CIBBM24 | CHAOS MUTANTS | \$15.00 |

COMBAT CARDS

| | | |
|---------|------------------------|--------|
| CIGCC2 | SPACEWAR | \$6.00 |
| CIGCC3 | CHAOS | \$6.00 |
| CIGCC7 | SPACE MARINES | \$6.00 |
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| CIGCC10 | ORK & GOBLINS | \$6.00 |
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| CATALOGUES | | |
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| CIGWB02 | CITADEL CATALOGUE 3 | \$15.00 |
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| CIGWB04 | WORLD OF HOBBY GAMES | \$1.50 |

WARHAMMER QUEST

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| CTWQ2 | TROLLSLAYER WARRIOR PACK | \$21.00 |
| CTWQ3 | ELF RANGER WARRIOR PACK | \$21.00 |
| CTWQ4 | IMPERIAL NOBLE WARRIOR PACK | \$21.00 |
| CTWQ5 | PIT FIGHTER WARRIOR PACK | \$21.00 |

MAN 'O' WAR

| BRETTONIAN FLEET | | |
|------------------|----------------------|---------|
| CIMOWB01 | BRETTONIAN GALLEON | \$14.95 |
| CIMOWB02 | BRETTONIAN CORSAIR | \$29.95 |
| CIMOWB03 | BRETTONIAN BUCCANEER | \$14.95 |
| CIMOWB04 | PEGASUS RIDERS | \$14.95 |

| CHAOS FLEET | | |
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| CIMOWC01 | CHAOS PLAGUE SHIP | \$14.95 |
| CIMOWC02 | CHAOS PLAGUE CRUSHER | \$29.95 |
| CIMOWC03 | TZEENTCH BANE TOWER | \$14.95 |
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| CIMOWC05 | BLOODSHIP OF KHORN | \$14.95 |
| CIMOWC06 | IRONSHARKS OF KHORN | \$29.95 |
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| CHAOS DWARF FLEET | | |
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| CIMOWC08 | THUNDERFIRE PLUS... | \$29.95 |
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| DWARF FLEET | | |
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| CIMOWD01 | DWARF IRON CLAD | \$29.95 |
| CIMOWD02 | DWARF MONITORS | \$14.95 |
| CIMOWD03 | DWARF NAUTILUS | \$14.95 |
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| DARK ELF FLEET | | |
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| CIMOWE01 | DARK ELF BLACK ARK | \$29.95 |
| CIMOWE02 | DARK ELF DEATH FORTS | \$29.95 |
| CIMOWE03 | DARK ELF DOOMREAPER | \$14.95 |
| CIMOWE09 | DARK ELF MANTICORE RIDERS | \$14.95 |

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|-----------|----------------|---------|
| CIMOWE04 | ELF DRAGONSHIP | \$14.95 |
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| IMPERIAL FLEET | | |
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| CIMOWI01 | IMPERIAL GREATSHIP | \$14.95 |
| CIMOWI02 | IMPERIAL WOLFSHIPS | \$29.95 |
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| CIMOWM01 | BEASTS OF THE DEEP | \$29.95 |
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| NORSE FLEET | | |
|-------------|-----------------|---------|
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| CIMOWN02 | NORSE KINGSHIP | \$14.95 |

| ORC FLEET | | |
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| CIMOWO01 | ORC HULK | \$14.95 |
| CIMOWO02 | ORC BIGCHUKKA | \$14.95 |
| CIMOWO03 | DRILLA KILLA | \$29.95 |
| CIMOWO04 | WYVERN RIDERS | \$14.95 |

| SKAVEN FLEET | | |
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ACCESSORIES

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| CIXCG3 | PVA GLUE | \$9.00 |
| CIXCG4 | FINE GREEN FLOCK FOR FIGURE BASES | \$6.00 |
| CARRYING CASES | | |
| CIXPC01 | FIGURE CASE | \$30.00 |

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| CIXSLT04 | SB5 40MM MONSTER (5) | \$3.00 |
| CIXSLT05 | SB6 PERSPEX STAND (10) | \$3.00 |
| CIXSLT06 | SB7 ROUND BASES (20) | \$3.00 |
| CIXSLT07 | SB8 EPIC BASES (20) | \$3.00 |

DICE

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|--------|--------------------------|--------|
| CIXCD1 | WARHAMMER BATTLE DICE | \$4.50 |
| CIXCD2 | EPIC BATTLE DICE | \$4.50 |
| CIXCD3 | WARHAMMER ARTILLERY DICE | \$2.95 |
| CIXCD4 | 40K INKED DICE | \$4.50 |
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| CIGWB07 | EAVY METAL MODELLING GUIDE | \$29.95 |
| CIGWB09 | WARHAMMER ARMIES PAINTING GUIDE | \$29.95 |

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| CIX02 | HIGH ELF PAINT SET | \$18.00 |
| CIX03 | ORC & GOBLIN PAINT SET | \$18.00 |
| CIX04 | BLOOD ANGEL PAINT SET | \$18.00 |
| CIX05 | ORK & GRETCHIN PAINT SET | \$18.00 |
| CIX06 | TITAN PAINT SET | \$18.00 |
| CIX07 | SHADING WASH PAINT SET | \$18.00 |
| CIX08 | UNDEAD PAINT SET | \$18.00 |
| CIX09 | GLAZE PAINT SET | \$18.00 |
| CIX10 | CHAOS PAINT SET | \$18.00 |
| CIX11 | SPACE WOLF PAINT SET | \$18.00 |
| CIX12 | SKAVEN PAINT SET | \$18.00 |
| CIX13 | ULTRAMARINE PAINT SET | \$18.00 |
| CIX14 | ELDAR CRAFTWORLD PAINT SET | \$18.00 |
| CIX15 | TYRANID PAINT SET | \$18.00 |
| CIX16 | ELDAR ASPECT PAINT SET | \$18.00 |
| CIX17 | DARK ANGEL PAINT SET | \$18.00 |

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| CIB3301 | SKULL WHITE | \$3.00 |
| CIB3302 | CHAOS BLACK | \$3.00 |
| CIB3303 | BLOOD RED | \$3.00 |
| CIB3304 | SUNBURST YELLOW | \$3.00 |
| CIB3307 | GOBLIN GREEN | \$3.00 |
| CIB3308 | FIERY ORANGE | \$3.00 |
| CIB3310 | RUBY RED | \$3.00 |
| CIB3311 | REGAL BLUE | \$3.00 |
| CIB3312 | SMELLY PRIMER | \$3.00 |
| CIB3313 | ULTRAMARINES BLUE | \$3.00 |
| CIB3314 | BLAZING ORANGE | \$3.00 |
| CIB3315 | DARK ANGELS GREEN | \$3.00 |
| CIB3316 | BAD MOON YELLOW | \$3.00 |
| CIB3317 | BLEACHED BONE | \$3.00 |
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| CIB3321 | BONZED FLESH | \$3.00 |
| CIB3322 | SNAKEBITE LEATHER | \$3.00 |
| CIB3323 | LEPROUS BROWN | \$3.00 |
| CIB3324 | WARLOCK PURPLE | \$3.00 |
| CIB3325 | LIGHTNING BOLT BLUE | \$3.00 |
| CIB3326 | LICHE PURPLE | \$3.00 |
| CIB3327 | VERMIN FUR | \$3.00 |
| CIB3328 | BESTIAL BROWN | \$3.00 |
| CIB3329 | SNOT GREEN | \$3.00 |
| CIB3330 | ELF GREY | \$3.00 |
| CIB3331 | ELF FLESH | \$3.00 |
| CIB3332 | JADE GREEN | \$3.00 |
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| CIB3335 | GOLDEN YELLOW | \$3.00 |
| CIB3343 | ROTTING FLESH | \$3.00 |
| CIB3344 | BUBONIC BROWN | \$3.00 |
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| CIB3360 | VOMIT BROWN | \$3.00 |
| CIB3361 | DEADLY NIGHTSHADE | \$3.00 |
| CIB3362 | NAUSEATING BLUE | \$3.00 |
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| CIB3365 | EMERALD GREEN | \$3.00 |
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| CIB3367 | HAWK TURQUOISE | \$3.00 |
| CIB3368 | FESTERING BLUE | \$3.00 |
| CIB3369 | HIDEOUS BLUE | \$3.00 |

METALLICS

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| CIB3305 | MITHRIL SILVER | \$4.50 |
| CIB3306 | SHINING GOLD | \$4.50 |
| CIB3309 | CHAINMAIL | \$4.50 |
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| CIB3347 | BOLTGUN METAL | \$4.50 |
| CIB3348 | POLISHED BLUE | \$4.50 |
| CIB3349 | DWARF BRONZE | \$4.50 |
| CIB3350 | AMETHYST PURPLE | \$4.50 |
| CIB3351 | BEATEN COPPER | \$4.50 |
| CIB3352 | GLISTENING GREEN | \$4.50 |
| CIB3364 | BRAZEN BRASS | \$4.50 |
| CIB3370 | BURNISHED GOLD | \$4.50 |

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|---------|-----------------|--------|
| CIB3319 | RED WASH | \$3.00 |
| CIB3336 | FLESH WASH | \$3.00 |
| CIB3337 | ORC FLESH WASH | \$3.00 |
| CIB3338 | BLUE WASH | \$3.00 |
| CIB3339 | YELLOW WASH | \$3.00 |
| CIB3340 | BROWN WASH | \$3.00 |
| CIB3341 | CHESTNUT WASH | \$3.00 |
| CIB3342 | ARMOR WASH | \$3.00 |
| CIB3353 | ORANGE WASH | \$3.00 |
| CIB3356 | PURPLE WASH | \$3.00 |
| CIB3357 | BLACK WASH | \$3.00 |
| CIB3371 | GREEN WASH | \$3.00 |
| CIB3374 | YELLOW GLAZE | \$3.00 |
| CIB3355 | BLUE GLAZE | \$3.00 |
| CIB3372 | RED GLAZE | \$3.00 |
| CIB3373 | GREEN GLAZE | \$3.00 |
| CIB3374 | PURPLE GLAZE | \$3.00 |
| CIB3375 | TURQUOISE GLAZE | \$3.00 |

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| CITADEL DETAIL BRUSH | \$6.00 |
| CITADEL STANDARD BRUSH | \$6.00 |
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| CITADEL SMALL DRYBRUSH | \$7.50 |
| CITADEL LARGE DRYBRUSH | \$7.50 |

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| PSF01 | WHITE PRIMER | \$14.95 |
| PSF02 | BLACK PRIMER | \$14.95 |
| PSF03 | CLEAR VARNISH | \$14.95 |

RAL PARTHA ACRYLIC PAINTS

PAINT SETS

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| RAL7730 | PARTHA FANTASY PAINTS | \$25.00 |
| | Silver, gold, black, white, blue, green, red, yellow, brush & figure. | |
| RAL7740 | AUTUMN COLOURS | \$18.00 |

| | | |
|---------|--|---------|
| | Autumn gold, khaki, brown, woodbrown, pine green, armor grey. | |
| RAL7741 | SUMMER COLOURS | \$18.00 |
| | Flaxen yellow, adobe & dunkel brown, evergreen, armor grey, olive. | |
| RAL7750 | CHAOS WAR COLOURS | \$18.00 |
| | Mold, slate, burgundy, metallic blue, green & red. | |
| RAL7790 | SILKS AND SATINS AD&D | \$16.00 |
| | Royal blue, lavender, blue, royal red, white, green. | |
| RAL7791 | NATURAL COLORS AD&D | \$16.00 |
| | Werefur brown, yellow, pink, elemental orange, moss green, blue. | |

ACCESSORIES

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|---------|-----------------------------|---------|
| RAL7725 | SPRAY PRIMER | \$9.00 |
| RAL7726 | SPRAY CLEAR MATTE SEALER | \$9.00 |
| RAL7727 | DRAGONSCALE METALLIC CREAMS | \$19.50 |
| RAL7728 | BRUSH KIT | \$15.00 |
| RAL7729 | SPONGE APPLICATOR BRUSHES | \$2.50 |

INDIVIDUAL POTS 25ml

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| RAL7702 | SILVER METALLIC | \$3.50 |
| RAL7703 | BRONZE METALLIC | \$3.50 |
| RAL7704 | STEEL | \$3.50 |
| RAL7705 | FLESH | \$3.50 |
| RAL7706 | WHITE | \$3.50 |
| RAL7707 | GRAY | \$3.50 |
| RAL7708 | BLACK | \$3.50 |
| RAL7709 | SHAMROCK GREEN | \$3.50 |
| RAL7710 | FOREST GREEN | \$3.50 |
| RAL7711 | DUN | \$3.50 |
| RAL7712 | LEATHER | \$3.50 |
| RAL7713 | RED BROWN | \$3.50 |
| RAL7714 | DARK BROWN | \$3.50 |
| RAL7715 | IVORY | \$3.50 |
| RAL7716 | YELLOW | \$3.50 |
| RAL7717 | ORANGE | \$3.50 |
| RAL7718 | RED | \$3.50 |
| RAL7719 | SKY BLUE | \$3.50 |
| RAL7720 | TRUE BLUE | \$3.50 |
| RAL7721 | DARK BLUE | \$3.50 |
| RAL7722 | COPPER METALLIC | \$3.50 |
| RAL7723 | PURPLE | \$3.50 |
| RAL7724 | KHAKI | \$3.50 |
| RAL7725 | AGED METAL AD&D | \$3.50 |
| RAL7726 | FROST GIANT WHITE AD&D PAINT | \$3.50 |
| RAL7727 | MINOTAUR FUR BROWN | \$3.50 |
| RAL7728 | HELL HOUND BROWN AD&D | \$3.50 |
| RAL7729 | DAMSEL FLESH AD&D | \$3.50 |
| RAL7730 | MAINCORE MAINE YELLOW AD&D | \$3.50 |
| RAL7731 | MOLD YELLOW | \$3.50 |
| RAL7732 | GOBLIN FLESH TANGERINE | \$3.50 |
| RAL7733 | DRAGON SCALE RED | \$3.50 |
| RAL7734 | TENTACLE PINK | \$3.50 |
| RAL7735 | DRAGON TONGUE PURPLE | \$3.50 |
| RAL7736 | SEMBIA RED | \$3.50 |
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| RAL7739 | PALADIN BLUE AD&D | \$3.50 |
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| RAL7741 | BULETTE BLUE AD&D | \$3.50 |
| RAL7742 | REMORHAZ BLUE AD&D | \$3.50 |
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| RAL7744 | BEHIR BLUE AD&D | \$3.50 |
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The All New Ral Partha Paint Range

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| RAL77801 | MEDIUM GRAY | \$3.50 |
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| RAL77803 | SLATE | \$3.50 |
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| RAL77812 | DUNKEL BROWN | \$3.50 |
| RAL77813 | PINK | \$3.50 |
| RAL77814 | BLOOD RED | \$3.50 |
| RAL77815 | VIOLET | \$3.50 |
| RAL77816 | PLUM | \$3.50 |
| RAL77817 | LIGHT BLUE | \$3.50 |
| RAL77818 | FLOURESCENT BLUE | \$5.50 |
| RAL77819 | FLOURESCENT GREEN | \$5.50 |
| RAL77820 | FLOURESCENT YELLOW | \$5.50 |
| RAL77821 | FLOURESCENT RED | \$5.50 |
| RAL77822 | FLOURESCENT MAGENTA | \$5.50 |
| RAL77823 | CLEAR BRUSH ON SEALER | \$3.50 |
| RAL77824 | BLACK BRUSH ON PRIMER | \$3.50 |

Armory Acrylic Metallics

Four years ago I was given a set of the Armory Metallics Paint sets, and I have used the paints ever since that time - I have never found any other metallics to even begin to compare with them. So here they are, available to all:

ARMGG-082 METALLICS ACRYLIC PAINT SET (8)\$36.00

Each glass jar contains 1 fl.oz., making them much larger than Citadel or Ral Partha, but I recommend you store the jars upside down, to get the thick goo on the lids, which you then use as a palette. The colors are: Gold (use as bronze), Brass (use as gold), Bronze (very dark, so use as shading), Silver, Copper, Gunmetal, Chainmail, Platinum.

FIGURE CASES

| | | |
|---------|---|---------|
| CHX2850 | 80 Compartments (2 Pre-cut foam inserts) Suitable for 25mm humanoid figures. | \$45.00 |
| CHX2851 | 56 Compartments (2 Pre-cut foam inserts) Can carry 28 mechs, or 56 larger 25mm figures. | \$45.00 |
| CHX2852 | 40 Compartments (1 Pre-Cut foam insert) Various compartment sizes, for large figures. | \$45.00 |

Miniatures Painting Service

We are once again offering our customers a miniatures painting service, using a new out-of-house professional miniatures painting business. This service is only available on 25mm fantasy & science fiction miniatures and model kits.

Please note that there is a 4 - 6 week turn around on orders, and that the minimum dollar value paint job you can order is \$36.00 (not including the value of the miniature).

We rate the Paint Job offered below as "A Grade", ie, the best Citadel Standard. All miniatures are based and flocked. The rates and terms are below:

| | | |
|---------------------------|----------------|-----------------------|
| Standard Troopers: | Plastic | \$12.00 each |
| | Lead | \$16.00 each |
| | Mtd | \$double above |

Character Models & Large Miniatures - \$27.00 each *

* If you wish a banner to be included, add \$6.00

* If the character is mounted, add \$11.00

Large miniatures includes miniatures such as Ogryn and Minotaurs

Vehicles & Large Monsters - \$ = Double Models Retail Value

Includes miniatures such as Hive Tyrant, Dreadnought, Arbaal, etc